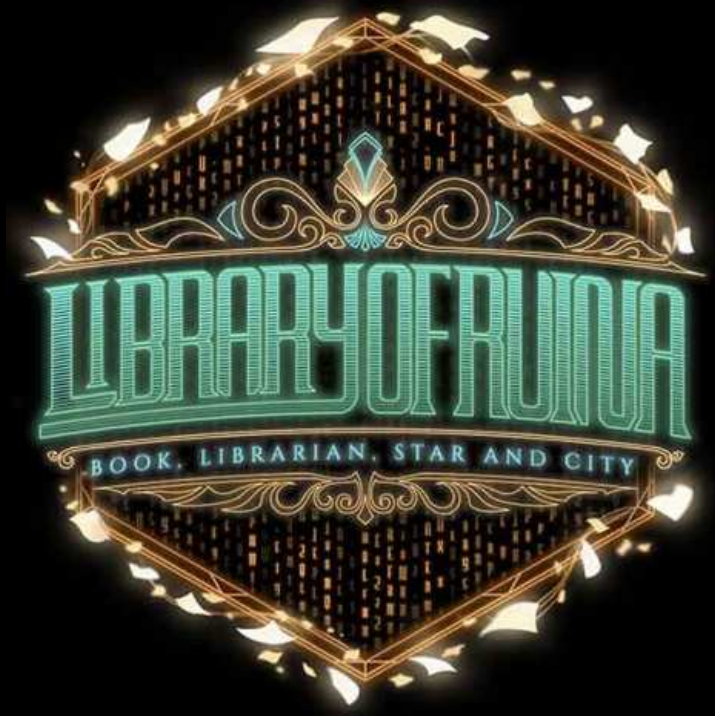


Jumpchain:



Edition

Welcome to the City Jumper, the capitalization is important, this approximately continent-sized megalopolis is made up of 25 numbered districts with each being officially ruled by one of 25 alphabetically named megacorporations, the Wings of the World. But de facto they mainly control the Nests, which are the

homes of the wealthy elites compared to the Backstreets, where brutal order if any is mostly imposed by criminal Syndicates and mercenaries known as Fixers.

The way this came to be is unknown but it is upheld by technologies known as Singularities, with each Wing coming to power by right of owning one. Singularities are extremely advanced and are often the key factor when Wings cooperate. For example, the now-defunct L Corp used the energy produced by their singularity to power the extremely intensive Singularities of R, T, and W Corps in exchange for access to the resources and services of those Wings in turn. But even among the Wings, nobody is free thanks to the Head which is an organization made of A, B, and C Corps and the closest thing to a central government the City has, A corp manages patents and wing creation, wing B corp handles Wing qualifications and surveillance over the city, and C corp is tasked with the removal of threats to the city.

Another major law made by the Head is The Artificial Intelligence Ethics Amendment Act, which bans machines, full-body prosthetics, and AI all from resembling humans too closely. And they have also placed restrictions on firearms via heavy taxes and complex licensing processes for production and ownership with other restrictions being: Do not research technology that breaks the other restrictions, the higher caliber the firearm has the shorter the barrel must be, guns cannot be powerful enough to penetrate steel or concrete walls, and gunshots must be audible. Each Wing also enforces their individual laws through their Nest and Backstreets such as N Corp's 14 Taboos, but a universal one is that under no circumstance can any part of a residential building or complex be damaged or destroyed, some damage to fences or disconnected walls can be ignored but if something is a part of a building's main structure then it's protected.

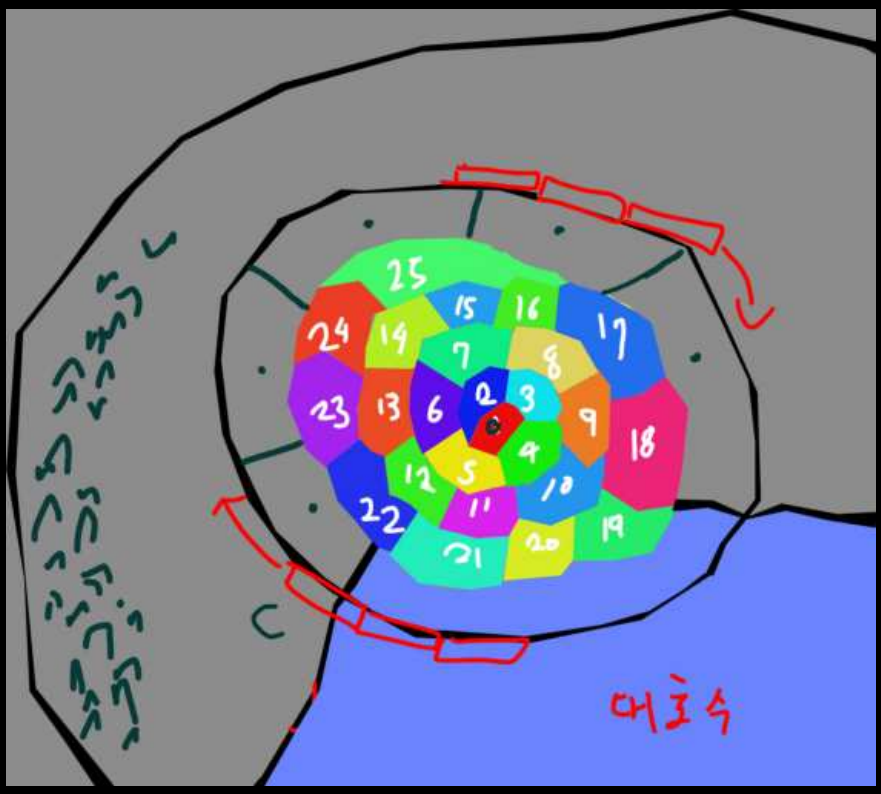
Outside the City's walls, there are the Outskirts and Ruins, wastelands filled with things the Head has deemed Impurities and the remnants of the world before the Wings cemented their control. Raising the question, is the Head keeping them out, or are they keeping Humanity in?

You show up a while after the White Nights and Dark Days, where L Corp was destroyed and District 12 thrown into anarchy, and the Distortion Phenomenon beginning shortly afterward with the Pianist wiping out 80% of District 9's population.
And in approximately 2 weeks a certain washed-up fixer is going to meet a pale Librarian.

To help you out here's:

+1000 CP

Oh, you want a map? Uhh, wait a minute...



Here, I know it's bad, that's because it's made in the local equivalent of Photoshop in about a minute. But it's also the most you'll get without paying for it, either in CP or in the local currency, Ahn.

You'll stay here for 10 years, but since you could get around this thanks to T Corp's singularity, we're going to measure time according to whatever the Head says, which is however time flows in District 1.

Origins:

Roll 18+1d10 for your age and keep your current gender.
You may pay 50cp to change these.

Drop-in:



No background, no connections, nothing to hold you back, nothing to start with. The City values ranking and class very highly and not having one will make it hard to get into wherever you want, but once you're there your skills speak for themselves. Also, this is the only Origin where the Head is unaware of you initially unless you end up in District 1, 2, or 3.

"Open the curtains, Lights on, Don't miss a moment, Of this experiment"

Fixer:



In a brighter, or at least less urbanized, world these might be called adventurers. Here they are the gig economy taken to the extreme, where requests are made by whoever can afford their services, and the Fixers, in turn, use the money to prepare themselves for greater requests.
By body augmentations, weapons, and armor they work their way up the fixer ranks to hopefully be granted a Color and with it, become truly free. Some Fixers work independently but most work in offices which each specialize in anything from notarizing contracts, protection, intel

gathering, to assassinations. Most offices are connected to one of the 12 Associations, each covering one of the main types of jobs taken by Fixers.

"From meaningless errands, to exploration, to contract killing; they will do whatever you wish, so long as you pay them sufficiently."

Syndicate Member:

For some people the Fixer life is too restrictive, dealing with contract stipulations, threat ranks, and fixer grades. Honestly, it's usually faster to just take what you want directly rather than dealing with contracted jobs. Syndicates are organized groups of criminals who try and survive through racketeering, raiding Fixer offices, or similar work to Fixers though usually less savory. Syndicates are not necessarily evil though since some are created as vigilante organizations, but the most important Syndicates are the Fingers, who are effectively the equivalent of an extra Wing within the Backstreets. They are all very strict with their rules and often come into conflict but do cooperate on a large scale to divide up territory. The Fingers also have subsidiary Syndicates which themselves have smaller Syndicates or gangs of Rats at their call similar to how Associations have offices below them but in a far more hierarchical system.



"The Five Fingers have enough power and influence to rival the Wings, so nothing good will come out of opposing them.

Corporate Agent:

You are at the highest place most in the City can hope to achieve, employed by a Wing and paid well for your services, the Fixers say the Colors are the only free people here, but what use is that freedom when your life is in danger every day?



You might be in danger on occasion depending on which Wing you work for but being allowed to live in the Nest more than makes up for it. Though this might be a worse hell than any Syndicate could inflict if you end up in a position like a compromised spy for the Head or marked for a purge by R Corp. And if the Wing falls... I hope you can switch to being a Fixer or join a Syndicate since otherwise, you are most likely dead. And you can't work with L Corp, their employees are Librarians now.

"I see that everyone is the same, after all. Doing detestable things simply because it's their work..."

Workshop Employee(0/200 CP):

Wings don't produce everything, especially what Fixers and Syndicates need. Workshops each specialize in something from elemental upgrades to adding Singularities to equipment, making bionics, and even full-body replacements. Very few workshops are licensed to manufacture firearms and ammunition, though each has its specialty, from Stigma's incendiary weapons to Leaflet's smoke tanks. Atelier workshops are usually more prestigious or higher quality than others but less capable of mass production. Regardless you need to deal with A Corp patents and Tres association evaluations.



Workshop owners, known as Meisters, usually hire their Fixers to their workshop by trading equipment for security and labor, so you may pay 200 CP to be a Workshop fixer and swap discounts on a cost-tier between this

origin and a Fixer's; also you get an extra 300 CP to spend on Items only.

"Behold. Your graceful manoeuvres, and this elegant smoke."

Distortion:

In recent memory the most important events across the entire City were the White Nights and Dark Days, then the subsequent Pianist incident in District 9. You were among those who heard Her voice, basked in the rays of our Sun, and now you have this gift, this power, to change the world for the better. They call you a monster, think you insane, say that your desires are hurting everyone around you, but people suffer constantly in this hellish city, so at least you're *trying* to help.

You are human even if you might not look like one, the fact that the Head hasn't killed you yet is proof of that, but you are certainly a target, Fixers and Syndicates want you either as a tool or to prop up their reputation. They're all just proving you right, that the good you want to bring is the true path, and the City is working against you. Hopefully, you can find others with similar intentions or willing to see things from your side...



You are allowed to either have a noticeably distorted form like the Puppeteer and L'heure de Loup or be human enough to pass as a regular or augmented denizen of the city.

"But of course. I can help you with that. Pay close attention to her voice"

Miscellaneous Organization:

The City can't survive off of a Fixer and Wing Economy, there are tons of minor "organizations" from the lowly Rats, to



religions trying to fill the emotional void in people, to cannibals working as high-class chefs. Even the Sweepers who stalk the Backstreets at night, killing anyone unlucky enough to be caught outdoors.
Though this doesn't relegate you to the Backstreets, private insurance companies and small businesses fit here as well as those who deal with many different groups. Some normally count as Fixers or a syndicate such as the Udjat or Carnival but in the end, anyone who doesn't fall clearly into another group can count.

"It's probably just a symbolic term they chose to forge bonds between each other. I doubt they're actually families by blood."

Librarian:

A former L Corp employee, probably an Agent and not a Clerk, now that Angela and the Sephirot are done with effectively causing a civil war in the company. The entire place is a giant tower that's also flipped around from how it used to be, oh and all the containment cells are bookshelves now which at least means dealing with Abnormalities is less dangerous.
You are not flesh and blood like most other residents of the City, or even mechanical for that matter, but your body is made out of the Light, a substance produced as a result of L Corp's goals and effectively makes your existence dependent on Angela letting you remain. You will be tasked with receiving(fighting) guests(whoever signed the invitation), if you are "killed" during a reception don't worry since Angela can just bring you back.



You can freely pick which floor you are on(based on the Korean version of Dewey decimal) but you will regardless be active by the time the Library is declared an Urban Myth.
Ignore the Location section, you are only starting in the Library.

"The colossal tower of light was titled The Library. It is only natural for the Fixers to be drawn to such a mystic place of life and death."

Race:

Human:

You know what these are, in the City you at least won't be purged by the Head as a default but there are some unlucky situations where they kill you anyway. Being the unlucky clone that isn't the last one, looking too far into the Head's business, breaking laws against property damage or patents, and not paying your taxes four times. Any of these will get you a visit from Fixers ordered to kill you, and chances are they're more afraid of the Head than they are of you, and if you fend them off then the Head probably just sends more, and more until you deserve a visit from a Claw or even Arbiter.

The Head's Definition(100/300 CP):

The City is host to tons of things that don't look or even act human by most definitions, the tailors of the Carnival are humanoid externally but under their robes and masks they are closer to silkworms than anything, full-body prosthetics are a common sight among those who use them as an upgrade for whatever their job may be or after selling their natural body for some quick money, even the Bloodfiends who are vampires in all but name count as human. Most notably there are the Sweepers, liquified people within special suits who use heated hooks to kill and absorb their victims into tanks of flesh on their backs which they



use as fuel, hard to kill but normally seen as nuisances to Fixers and Syndicates, but to anyone else in the Backstreets, they are effectively a curfew since Sweepers do what they are named for every night during what is effectively a nightly martial law. But the Head still says they're human so at least you're not getting declared an Impurity?

Pay 100 CP for weaker distortion abilities(up to an Urban Legend), regular Sweepers, and beings like the Carnival, this is free if you pick the Distortion origin.

Pay 300 CP for any stronger distortion, Mother Sweepers, Bloodfiends, or humans with full-body replacements(Gloria or the Brotherhood of Iron for example), this costs 200 CP instead if you pick the Distortion origin.

Location:

Pick any starting location or roll 1d6, rolling lets you ignore any cost associated with the location.
You may pick any district for Nest/Backstreets options, unless you take **Children of the City**.



1: ABC:

You (un)fortunately are now living in the home of the Head, in District 1 there's no Nest, no Backstreets, and security here is much higher than any other district. If you thought you could escape the sight of the Head anywhere else, it won't work here, the best advice now is to just try and go unnoticed, though the Beholders won't make that easy especially in District 2. District 3 is where the Claws are based, it's more like an oversized military base rather than a proper district, where most enterprises there ultimately exist to sharpen the axes of the Head's executioners.

Get a 200 CP bonus if you rolled this.

2: The Backstreets:

Slums, shantytowns, ruins(not capitalized), and generally a bad place to be. The Backstreets are ruled by force, from Syndicates or Fixers, though they do tend to get a bit of the character of the Wing that legally owns them, and the Wings still hold power there, such as with N Corp's taboos or J Corp's gambling industry. They are walled off from the Nests via the Wing's security forces and technology, but should the Wing fall the first thing to happen is Syndicates taking the easy prey within the Nest as the entire district becomes like the Backstreets until a new Wing comes in to restore the status quo.

3: The Nests (200 CP):

The safest places in the City, well at least according to their Wings. The citizens here are protected from the Syndicates, Sweepers, and general threats of the Backstreets but in return, they are randomly kidnapped for experiments, pay more for rent or taxes, and are subjected to harsh work quotas by the Wings, and being kicked out is often worse than having been in the Backstreets the whole time. These people are sometimes referred to in terms of nobility, as often the only people who can live in a Nest are the children of Nest residents themselves since only they can reasonably afford higher education or have the connections to get a position. Though someone with enough power or influence

in the Backstreets could reasonably get into the Nest via dealings with the Wing directly.
Corporate Agents can start here for free.

4: The Outskirts:

Anarchic lands outside the City, usually used by the Head as a dumping ground for things considered Impurities, sometimes people come here willingly to either hide from the Head or to look for things to bring back. High-grade Fixers and corporate militaries such as R Corp go there to find advanced technology or artifacts or on missions to stop the monsters there from getting too close to the City, Sweepers, outcasts, and abandoned orphans make up most of the human population, with the non-humans being a threat to them all. Even if you get to the City there's still a massive wall around the whole thing(besides the coast) and to those within the City, anyone from the Outskirts is immediately suspicious.

5: The Ruins:

Further beyond the Outskirts are the Ruins, a place filled with Eldritch creatures and "Magic" with effects that can put Singularities to shame. Expeditions into the Outskirts are relatively common for Veteran Fixers and R Corp mercenaries to defend the City but those into the Ruins are for the gain of those supporting the expedition, few have seen the Ruins and returned, and even less who aren't haunted by what they saw, be it the monstrosities living there or the artifacts they find there.

6: The Library:

The former L Corp, now under the direct control of the facility's AI operator Angela. Currently inactive within the shroud of fog surrounding the middle of District 12. You end up here(unless you're a librarian) and will likely be approached by Angela almost immediately and she will be demanding answers. I hope you have a good explanation ready since currently, she is nigh-omnipotent within the Library.

Roland will show up in about 2 weeks if you are a Librarian but if you have a different origin then you may choose to replace him with a scenario. Invitations will happen about once per week, with a 50-50 chance to be a red invitation or a general invitation, though some red invitations are sent immediately after the previous invitation.

Perks:

Each origin gets a 50% discount and free 100 CP purchases on their perks and items.

General:

Canard (100 CP):
When you appear weak then one of two things tend to happen, you are an easy target for any Syndicate to make some cash, or you're too irrelevant to bother with. You tend to fall under the latter, with almost anything but the most desperate Rat overlooking you for a greater prize. This won't stop people who are looking for you specifically and the effect is weaker if they are looking for a category of people that you fit into.



Street Smarts (200 CP):
The City is filled with as many unwritten rules as official laws, whether they be how to interact with local Syndicates, long-standing Fixer traditions, or even the image a Wing wants to cultivate of its Nest. You usually pick up on these traditions quickly after being in their home, though you will still be seen as an outsider by the people there.

Finely Aged Experience (200 CP):
Experience is valuable regardless of what job you're doing. Fixers tend to develop a sense of each other's capabilities, syndicate members are more respected, and a workshop meisters experience is one of the most important qualities for not seeming like a workshop that pushes out low-quality garbage. So whatever job you have right now is one you've been in for a while, the squeamish don't stay in a violent profession for long, neither do the gullible or needlessly defiant in the cutthroat businesses within the Nests. A healthy amount of paranoia and knowledge of how different organizations tend to operate will serve you better than most things in the City.

Lone Fixer(400 CP):
Or Meister, or Librarian, or whatever else you are doing. Whenever you are left to do something without support either through allies being killed/incapacitated or not being there in the first place, you end up being significantly stronger or more effective than you were before. You still are only one person though so don't expect to handle as many tasks as well as a group would.

Promotion! (600 CP):
Congratulations, you've been promoted! It doesn't matter to what, since this is a promotion on a metaphysical scale. Now regardless of whatever organization you are a part of, you are at least a few ranks higher though you will never be at the very highest echelon of the group. In this jump Librarians are now Patron Librarians, either replacing one or of a new floor(Da'at possibly), Syndicate members are a Thumb sottocapo at most, Fixers can be grade 1, corporate agents are on the level of R Corp commanders, workshop employees either own a highly prestigious workshop or are a direct apprentice to an



accomplished meister, Distortions can be Urban Nightmares, and what Drop-ins and Misc Organizations are up to you to decide.

Drop-In:

Emotions, Quantified(100 CP):



As you get further into a fight the emotional state of you, your allies, and your opponents will increase. Every hit, every dodge, every block, will positively or negatively impact those involved, and the more they happen the more powerful your allies will be. This is measured on a scale of 0-5 with 0 being nearly nothing while 5 is when someone sees the fight as one of the most important things in their life. Each time your emotion level rises, you will be refreshed in terms of stamina and at emotion level 5 you will act like you are on a constant adrenaline high until you stop fighting.

Pianist's Legacy(200 CP):
The Pianist affected everyone in the City, some went insane, some lost their loved ones. You aren't in as bad of a state but you do hear music nigh-constantly, you can silence it by actively thinking about making it stop, however, the music does come with some advantages, namely changing depending on whether you or your opponent have the upper hand in a conflict, as well as becoming faster-paced in more dire situations. Also, people who were influenced by the Pianist generally have a better opinion of you, regardless of what they think of him. And if need be, you can force the music into the minds of those who weren't blessed by his song, causing the "victim" to be paralyzed

by the sheer glory of his sound, possibly causing permanent changes in their mind, or simply wreaking havoc on them via internal bleeding.

This is the soundtrack perk, so you will be getting Ruina music, with what songs play and when being up to you.

Target Interception(200 CP):
In a fight, you have a sense of how things are about to go before everyone starts swinging. General ideas of what enemies are going after which of your allies and vice versa, most importantly though you can tell in what order these things happen. And that lets you cut in to protect someone, or just gang up on whichever target would go down fastest. This manifests as seeing arrows pointed from your allies and enemies towards each other which get brighter as the events foreshadowed come closer to happening. If you intercept one of these then your target will instead engage you instead of trying to go around and attack their original target.

Shimmering(400 CP):
When pushed to your limits you are capable of using your scraps of the Light within everyone to the fullest. Not EGO or a distortion, more like a way of showing how relevant you are on a metaphysical scale, but using the Light itself as a way to fuel yourself and exert yourself in ways that would have left you exhausted quickly will instead leave you almost completely unaffected, also any resources you need to consume to use certain abilities or weapons will not be used up but whatever uses them will work the same as normal. This ability will function for an hour or until you are no longer under direct threat, and it will take about a month to be able to use this again.

Manipulator of Odds(600 CP):
Either by a singularity experiment, magic from the Ruins, or whatever else could have done this, you have a certain degree of control over “fate” as it were. What that really means is that if an event goes a way that you would



consider below average then it's effectively rerolled once with your previous result as the new lowest result, so you might get the same result but you will never get a worse outcome than you did the first time.

Fixer:



That's That and This is This(100 CP):
The overly empathetic don't survive long in the fixer business, not to say that all Fixers are sociopaths but if you can't ignore the plight of most people you pass by you either end up being taken advantage of, making tons of enemies, or just flat out killed. You know when to set aside other people's problems and focus on the one person who truly matters in the end, and also when to be more sociable. Mixing work and life badly can lead to even Colors being demoted to Grade 9, or worse.

Your Shield(200 CP):
Protection-focused Fixers tend to be more trusted than others since their entire job is to stop others from getting killed or otherwise harmed. Not that the Fixers of the Zwei Association are any more compassionate or altruistic than someone from the Shi or Liu Associations, they are still Fixers, and getting paid is still their real motive. But regardless you're a good protector, whether in terms of a bodyguard, perimeter security, or even just trying to protect people from legal or bureaucratic punishment. The only condition is that you're defending someone else and not just yourself.

Information Assessment(200 CP):
Not all Fixers are purely combat-oriented, the Tres and Seven Associations are mainly about dealing with workshops and intel work respectively. You are someone better suited to something like investigation, contract notarization, or certifying other businesses, this doesn't mean you can't fight however and against some targets, your unique talents might counter them better than what a pure combat office would be able to do. For example, exposing vulnerabilities where a more aggressive fighter would fail to see them.

Eye of Death(400 CP):
Fixers kill people, pretty often at that, but you're not just flailing a weapon at someone until they stop moving, there's a skill to your work and you've reached the pinnacle of it. When fighting you happen to hit lethal points far more often, cutting open arteries and slashing tendons. Additionally, you rarely leave yourself exposed to your enemy or lose focus, and the deaths of your allies don't leave you shaken until you are out of danger, if anything you are more effective with them dead since failure would mean they died in vain. The perk also gives you toggleable fancy red glowing eyes, for intimidation purposes.



A Potential Color(600 CP):
The City from the outside might seem like people have their fate decided by birth, Nest-born end up as corporate workers or are thrown into the Backstreets, the desperate in the Backstreets end up as Fixers or in Syndicates, and everyone is just trying to make sure they have a future ahead of them. The Colors often prove this wrong, a crying child surrounded by violence in District 23 became a legend, a smoke war veteran with good connections got thrown down to the bottom, and the man sent to kill the Pianist could later cause an event magnitudes worse.

You might just have what it takes to be among their ranks, with combat skills and instincts far outclassing nearly anyone in the City, and an aptitude with a weapon(or weapons) that would be unusable to anyone else. What truly makes a Color is their motivation, and your's is something that can never be clouded, regardless of what is affecting your mind, your primary motive is always going to shine through and guide you forward.

Syndicate Member:

Summary Judgement(100 CP):



It would be nice to have a full judge, jury, and executioner for every wrongdoing, to ensure fairness to the accused and victim. But this is the City, it would also be nice to not have to worry about getting eaten by Sweepers, and you don't have the time to worry about giving everyone a fair trial. Your underlings will generally not bat an eye if you just decide to kill someone on the spot for a minor infraction since you're the one in charge after all. But this isn't as effective if you're in a smaller organization or you're executing someone important to the group as a whole.

Unlocking Trace(200 CP):
As you keep doing something it doesn't just become easier, but also you see details that someone less experienced might miss. Similar to how the ones who best understand the Prescripts are the Messengers and Proxies who have obeyed their will for so long, you will see more meaning or be able to do unique things with a task or subject the more familiar you are with it. For example, after fighting for a certain amount of time you will be able to break through

defenses more easily or nullify something your opponents are using for more power.

Top Dog(200 CP):
No syndicate rules alone, the Fingers have official subsidiaries, smaller syndicates can be reliant on larger ones, workshops, or even Fixers. But this hierarchical chain is only as strong as each part is valuable, if a group of Rats doesn't pay up or give good intel they're killed, if a subsidiary breaks the rules of their patrons they're killed, and if an apartment building doesn't pay what the local syndicate deserves well, you know what happens... Establishing dominance via violence is simply nature running its course, and your order is very natural, with swarms of Rats and lesser syndicates serving your every whim just for a taste of the power and influence you hold.

Castigation, Eradication, Decapitation(400 CP):
The Index doesn't regularly extort the people living in their territory for money, services, or organs. Instead, when someone fails to fulfill a prescript a Proxy or Proselyte is sent a prescript to punish them and usually, only one of the two leaves since punishments are usually fatal and failing the prescript is not something the Index are willing to handle. You now have a similar determination as the Index personnel when there is the threat of failure above you, fighting as your life depends on it, even if it doesn't. Additionally, you can form chains from your body which can be shot out to bind targets then restrain or pull them in.

Le Regole(600 CP):
The hierarchy and rules of Syndicates, especially the Thumb are extremely strict by anyone else's standards, but that is necessary thanks to the nature of the Backstreets. If you speak up, your tongue is cut out, if you question the sottocapo, your entire syndicate is killed off, the



Index is more lenient though also less predictable. The others have their methods but regardless, enforce them to the best of their ability. You managed to convince your underlings to follow the rules you set to this same standard, nobody will question you unless you ask for it, nobody will dare talk back unless they're prepared to face the consequences, and nobody in their right mind will challenge you after you prove yourself the true ruler of the Backstreets.

Corporate Agent:

Energy Cycle Conversion(100 CP):
The security forces of W Corp and the soldiers of R Corp both use a "charge" system within their equipment, this charge is used to power augmentations in their bodies or activate more powerful functions in their weapons. You now have access to a similar system within yourself with two modes, one builds charge from doing things such as swinging with a weapon or getting hit, and one that uses charge to enhance whatever you are trying to do. You can also just gain charge by absorbing it from an electrical source or battery. Charge can also serve as a go-between for other energy types but it loses a slight amount of power whenever something is turned into charge or vice versa.



Nest-Born Education(200 CP):
To even be able to work in a Wing, you need good enough credentials to be accepted. Unless you are a high-grade fixer your best option is to get an education from a Nest College, but their entrance requirements pretty much lock out anyone who isn't already from a Nest. You are one of the lucky few who has a full education within a Nest, this is not only purely academic though as

learning internal corporate politics, mental fortitude against the horrors found in most Wings, and legal knowledge of how much you can bend the rules before you end up dead are all important lessons for working in a Wing. Also in other settings, this updates to the highest quality education available, though this will not replace what you already know.

Scared Piss-and-Shitless!(200 CP):
Working under a Wing looks glamorous from the outside, but running the City is a dirty business and if you can't keep calm then things won't end well. Pacifists and people who react badly to human suffering usually end up as cannon fodder, like Lobotomy Corp's endless supply of clerks. This problem is the entire reason why M corp's Moonlight Stones are so popular among Wings and Fixers though those who can't afford or justify getting one are pretty screwed. You aren't affected by situations that would make most people nauseous or driven to shock or despair just by seeing it, mental attacks still work but they would need to be more direct, like R Corp's mind whips or white-type damage from an EGO weapon.
If you're working under W Corp, please take this.

Disposal(400 CP):
R Corp has an entire branch dedicated to... correcting mistakes... whereas W Corp and the former L Corp had employees who were tasked with cleaning up byproducts that would be a nightmare if it was known by the public. You've learned from these agents and killing anything that is mass-produced or is supposed to be kept hidden is much easier. Both from a mental standpoint, they could just make more of them after all and it's better if the public doesn't see them anyway, and from a literal perspective since, they all act similarly or their reliance on your unfamiliarity is predictable. You can still hold affection to these types of entities since the one you know is clearly different from the junk that's made by the dozen.

Arbitrarily Beholding(600 CP, can be bought multiple times):
Arbiters and Beholders are two of the most powerful agents of the Head. A Corp's Arbiters are infused with enough singularities to the point where they can use them at will, specifically they focus on nullifying the abilities of their enemies by removing enhancement effects or throwing off their focus by sheer power. Some of the singularities they have access to are:



F Corp's Fairy which makes slashes in the air and works as a skeleton key while also attaching onto people to cause more damage,
J Corp's Lock which works on people's minds or conceptual ideas, as well as making chains, pillars, and massive shockwaves, don't feel limited by these singularities, there is a list of them in the notes. You get access to 5 singularities with each purchase, note that these are only weaponized versions of the singularities so it's impossible to reverse engineer them or apply them in less damaging ways.
Beholders on the other hand are B Corp's surveillance specialists, who are capable of remotely viewing and otherwise sensing places across the City, they are also used to remove Impurities by relocating them into the Outskirts with capabilities of teleporting massive structures across multiple districts.
You can pick either the abilities of an Arbiter or Beholder and another purchase gives you the other one or an extra 5 singularities if you already picked an Arbiter's power.

Workshop Employee:

Puffy Brume(100 CP):
Smoke is an interesting thing in the City, from the Smoke War leaving room for L Corp with hundreds of corpses in its wake, to the smoke used by syndicates

like the Smiling Faces. Workshops tend to have it in droves with their machinery but some go further by incorporating it into augments or equipment, having smoke cling to targets which makes them more vulnerable or on the user to add more force to strikes. You are also immune to any other adverse effects of smoke, be it regular or infused with extra effects. You can also modify any equipment you use to emit or consume Smoke to enhance itself.



Meister's Mark(200 CP):
Workshops can't just work with just being decent, they need to set themselves apart by doing something special. Stigma Workshop doesn't just make incendiary weapons but they also sear intricate patterns into their targets. While other workshops like YuRia Atelier have quality and quantity but demand premium memberships of their customers.
You now have a signature quality on whatever products you make, this can be a part of its functionality or aesthetic but regardless of what it is anyone familiar with the type of product you make will recognize it as your handiwork. This mark also makes it better or easier to produce in a specific way, like making a weapon that's light while not sacrificing power, or giving muscle memory for making a usually complex key component. This can also be used to temporarily give **Puffy Brume** to anyone using one of your creations, as long as you also have that perk.

Workshop Solidarity(200 CP):
Workshop Fixers are considered more cooperative than ones from offices or Associations, mostly thanks to the fact that they only get paid or have their gear maintained as long as the workshop has them hired. And acting more erratically or refusing to work together drives away customers which means they don't get paid. Workshops themselves are also slightly less competitive than syndicates

or Fixers since they're not fighting over territory. So it's common to see commercial blocks filled with workshops banded together for safety and each taking care not to directly compete with each other or copy a specialty. You're good at instilling this atmosphere, and having fellow merchants realize that you can all profit better by not competing. Also any security forces you hire will act according to your intent, not just their orders and they inherit **Puffy Brume** if you also have that perk.

Refine(400 CP):
Workshops aren't just about making their products, any of them worth their license would be eager to upgrade an existing piece of equipment with their specialties and also make it generally better for a premium. Enhancing existing weapons and armor comes easily to you, though it has a greatly reduced effect on anything you've made yourself since you could have just made it better the first time right? The upgrades are all linear increases to its function except the first, which can apply a greater version of **Meister's Mark** if you also have that perk, as well as any other crafting perks you have, and if you took **Workshop Solidarity** each upgrade is more potent the larger your workforce is.

Field Mods(600 CP):



Having all your equipment, manpower, and supplies when working on a project is one thing, but sometimes you need to fix problems in more dire situations, like being in a Library where your life's on the line. Don't worry though, making tune-ups, alterations, or even fully breaking down and reconstructing your equipment on the fly isn't that hard with your capabilities. Even when directly under attack you can reconfigure your gear to better counter the exact opponent you are facing, individual pieces of equipment can be set to be altered with specific conditions so they automatically adapt to situations you encounter often. And every time you

update your equipment you may activate a lesser version of **Refine** if you have the perk, though anything made by you is affected even less than normal.

Distortion:

From a Place of Love(100 CP):
The City is a place where affection is either fake and used for marketing or hoping to catch repeat customers. Fixers and syndicates have little need for anything that doesn't get them more Ahn or notoriety, the Wings and workshops are just looking out for themselves and their bank accounts, and the rest of the city is filled with similarly greedy organizations or ones that flat out kill anyone they see, like the Sweepers. But you're different, when you truly care for or love something, both of you will know it, there's no question about if someone is being duped for an ulterior motive or you are going to stab them in the back later. As long as you are completely genuine in your affection for someone they will trust you just as much.



EGOist(200 CP):
After the White Nights and Dark Days, the Distortion Phenomenon was not the only thing that arose across the City. People who aspired to something better than their current lot in life received more of the scraps of Light spread across the City, which would be able to bloom into a power known as EGO. You have a larger part of the Light than most, and given time and enough of a will to make your dreams into reality, the power of your EGO will be available to you. This does require dire circumstances to activate, such as avenging the death of a dearly loved one. This still works even if you're already distorted, with your warped desires refined to the point where you've become

something akin to the original intent of the Seed of Light rather than the stunted and unstable power present in most distortions.

enlxmfflsdis(200 CP):
A distortion is rarely confined to a single person, sometimes it's a contagious effect and sometimes the person's surroundings or belongings distort with them. Regardless you now carry Her light with you wherever you go, your items will change to reflect your desires, and when emotions start to run high you might just bring entire buildings along with you. Are you obsessed with nature? Well then even the most industrial places can be made to look like another Eden, at least to the human senses, you can only change things as long as you're near them, with more powerful distortions or stronger emotional states being able to reach further. And when your influence dissipates, it'll be like nothing ever changed in the first place.

Let the Show Begin!(400 CP):
Distortions are not limited to a single person or place, whether it be by consequence like with the Pianist leaving crazed musicians in its wake, or directly such as with the 8 o'Clock Circus pulling the dejected and aimless of the City into its troupe. Just like a certain clown, you can make others see their true selves, or "distort" as the crooked authorities of the City would claim. Generally, this is done by heightening their emotions through whichever means you prefer in order to make them more pliable to Her voice, if they listen and accept Her truth then their real self will be revealed to the world, with all the power and terror that comes with it. Alternatively, you can distort them yourself which leads to the target becoming more like a subordinate to you though with less power than if they found the truth on their own.
In jumps without the Light, the voice they hear can be an altered version of your own instead.

Conductor's Grace(600 CP):
Distortions are currently hunted down despite often being more powerful on average than a regular inhabitant of the City, why is that? Simple,it's because

distortions are not properly organized like Fixers and syndicates are which makes them easy targets for the aforementioned groups. But you're going to change that. You might or might not have been talented at leadership or recruitment before, but now reining in a crew filled with people having competing desires and different end goals is simple. Personality cults around you tend to form easily, with members of your group believing their personal goals would be best fulfilled by following you, regardless of if you intend to do that or not. Don't worry about actually fulfilling the wishes of your subordinates, they end up being fine with you just saying you'll do it "later" every time.



Misc Organization:

Fascinating Fabrics(100 CP):



If you want to stay independent of all the syndicates, Wings, and fixer offices you'll need to provide something valuable enough to justify it but not valuable enough to be "persuaded" into working for one of them. Similar to The Carnival's fabric industry or the unique... cuisine from District 23's chefs, you don't necessarily make fabric or food but you or your organization have some important specialization or product that can't be easily replicated, this service is desired by multiple of the City's groups to a degree which would let you remain nominally independent from them all. Though if you want to side with a faction City you are still free to do so.

Persistence(200 CP):
Sweepers aren't very powerful, though they practically have free reign over the Backstreets at night and any normal person who they find is pretty much guaranteed to die, Fixers can fight them off easily and any rats or weak syndicate members know where to hide. What makes the Sweepers omnipresent in the minds of Backstreet residents is how hard they are to fully kill with their extremely durable suits which repair easily and lose fuel much slower than they can get from even one person. You might or might not be a Sweeper yourself but your enemies would definitely find you as hard to kill as one thanks to blood loss happening much slower than normal, natural healing processes being accelerated, and your skin or whatever armor you are wearing being much more durable.

Streets of Flavor Chef(200 CP):
While cannibalism is pretty widespread in the City, especially among the most desperate it's still not socially acceptable in most places, maybe some debauched Nest residents might try it for a party or a syndicate would do it for intimidation but overall most self-respecting citizens won't eat human meat if they had the choice. District 23 is different though, thanks to the influence of potentially W Corp, but the Eight Chefs which is an organization dedicated to finding the ultimate flavor, which happens to mostly involve cannibalism and putting the soon-to-be food through a myriad of tortures and drugs. You might not be serving humans with humans, but you're certainly talented when it comes to the culinary arts, and instead of infusing the emotions of what's being cooked you can put your emotions into a dish in order to give it different flavors and effects.

Multi-Party Compensation(400 CP):
Being the middleman in a deal is either the best place to be when things are going fine or the worst when everything starts falling apart. Insurance companies fit this status perfectly, since if nothing goes wrong then they just collect fees and policy costs without needing to pay anything back, but if they actually have to do something then they're working for much less than any

other company for the same job. You have an instinct for when it's good to be in the middle though, with a better sense of what your business partners specifically want out of you as well as a minor idea of when something is going to happen that ruins whatever arrangement you have. This also comes with decent knowledge of the bureaucratic labyrinth that are business dealings in the City.

God's Eye(600 CP):



If you ask someone on the streets about their thoughts on the Udjat, the usual responses are going to either be confusion, fear, or hatred. But for those within the group, intense loyalty is the one and only thought in their minds. Their leader, Dias is one of the most ambitious people in the City, and without the power or reach of a Wing or Finger she makes do with fanatical loyalty instead, the Udjat gladly place the group's goals ahead of their individual ideas or lives, and the Udjat's goals are always whatever Dias wills. You are similar in a way to Dias, perhaps not with your end goal or ruthlessness but your effect on groups you lead is the same, with subordinates holding your goal and group unity above their own lives, and setting aside any individual desires for the good of the whole. The thought of betraying you will never cross their minds since you are their leader... no, their god.

Librarian:

All Librarians get their perks for free during the jump, as long as they're in the Library, the prices for all except one purchase of **A Cut of Babel** are for keeping them outside the Library or into other Jumps.

A Cut of Babel(100 CP can be bought multiple times):
You'd expect a librarian to know something about the section they're in right? Well, not necessarily for normal librarians working for a paycheck, but in The Library, you don't have anything better to do when not receiving guests, and since the most accessible books are the ones on your floor you might as well start there. Even if you're not a librarian you have good knowledge of a subject you've picked up over the years. You know about as much as can be known in the City about your chosen topic, so picking Language would make you fluent in all the languages spoken in the City(effectively all on 21st century Earth) as well as linguistic structures but you would have no idea how to speak an alien language. The categories you can pick from are:



- History
- Technological Sciences(doesn't count singularities)
- Literature(includes Biographies)
- Arts
- Natural Sciences
- Language
- Social Sciences
- Philosophy
- Religion
- General Works(all of the above but to a lesser extent)

Additionally, you get a decent amount of talent at sorting and organizing things according to an established system, and can find them easily as long as they're still arranged in that system.

Book Smarts(200 CP):
The most distinctive thing about the Library is how when someone dies in there they are turned into a book which can then be used by the librarians to replicate the skills and equipment of whoever got booked. Now you can do so too, regardless of if you're in the Library or not. These capabilities extend beyond just the books made by someone killed in the Library or by you if you have **Beaten into a Biography**, you can use the power of any book regardless of what it is about or who wrote it, with different subjects and levels of expertise from the writer changing the effect and power of the book.

Lighthearted(200 CP):
The librarians are not flesh and blood humans, neither are they using full-body prosthetics, rather they are composed out of the Light which is a matter initially gathered and dispersed by L Corp to further Carmen, Ayin, and later Angela's plans. The Light is shorthand for the light of possibilities, which is why almost anything can be manifested from it within the Library but also why it is more concentrated in people who are potential EGO users or distortions. Since you're entirely made out of Light this means that you have almost complete control over your outward appearance, and instead of being simply killed you turn into a book, with similar contents to what you kill if you have **Book Smarts**, you can be reverted from this state by anyone with the intent to do so.

Archive Attribution(400 CP):
With the Library's methods sometimes the books of previous guests aren't enough to overcome more recent challenges, also there are dozens of extra books that are just sitting on shelves gathering dust. So the answer here is to take some pages from one book and shove them into another, which lets the user of the latter book adopt the capabilities and skills of the former. You don't necessarily need to have access to using books in the same way as librarians do so this makes pretty much anything you use completely modular in a similar way. Stick a Stigma weapon onto a regular one and start burning things, then take it off when you've found a better candidate, add something from an Index Prostylite and you suddenly start being much more effective when following

prescripts or something similar, pretty much anything unique can be transferred onto something else as long as you have something directly associated with the original user.

Beaten into a Biography(600 CP):
When the few people manage to escape from the Library, they come back with stories of their comrades being killed but unlike the rest of the City, the Library has them turned into books, which are then used by the Librarians to attract



and kill stronger guests in a cycle of death in service to their director's goals. So now you can take the abilities and equipment of those you kill, regardless of if they are in the Library or not, via turning them into books which can be equipped if you have **Book Smarts**. If you don't have that perk, don't worry, since you can still just read the book normally which contains all the information that person knows as well their autobiography. And if you want to, it's possible to revert them from being a book or burn it to forcefully extract usable fragments of their memories and abilities at the cost of permanently destroying the book, these fragments can be used on anyone regardless of if they have **Book Smarts** or not.

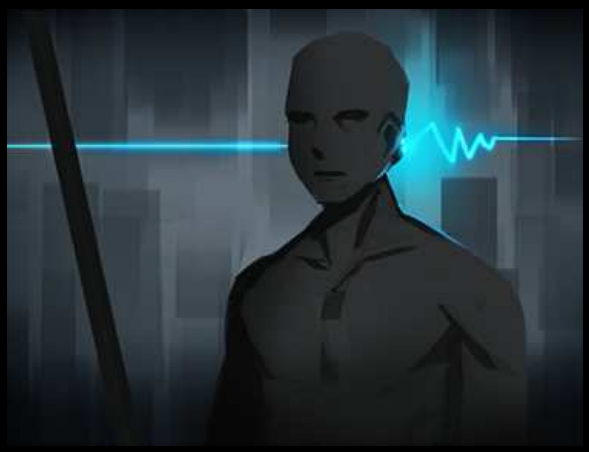
Items:

Each Origin gets a 200 CP stipend on their items, and a 50% for their section. Workshop Fixers get 400 CP instead and can swap their discounts between Fixer and Workshop employees with the stipend pool being shared between them.

General:

Sharply Dressed (Free):
Most groups in the City have some kind of uniform, and many of them happen to be some form of suit, even for those who don't have suits or precise uniforms like the Musicians of Bremen or small Fixer offices, they still have a type of consistent style across their members. With this, you get an outfit fitting that aesthetic, and as a bonus, if you pick a suit with a coat like the uniforms of the Thumb or Hana Association the coat just happens to never fall off regardless of if you aren't using the sleeves while doing something that would normally throw a coat clean off you. Your outfit of choice also stays in perfect condition, cleans, and resizes itself automatically, and if you aren't a part of an established organization then you can give it a custom design.

Urban Shackles (Free, optional):
You need somewhere to stay especially overnight thanks to the Sweepers, unless you are one yourself but then having a safehouse during the day is just as important. You have something, but it's not without its problems be it a ruthless landlord, local syndicates "protecting" you, in District 23, or marked for a raid by an Office or Syndicate. Regardless, it's secure for at least a year, past that you need to either find somewhere else or just deal with the danger from whatever is in the area. You don't need to import this into later jumps, but if you do it still keeps its problems though they might be different ones depending on the setting.



Backstreets Researcher (100 CP):
Keeping your head down and trying to avoid attention is one of the best ways to survive in the Backstreets. Especially for those who can't afford workshop equipment or decent modifications, thankfully you own a black hood attached to your choice of clothing that distracts attention away from you while it's on. It

also is made of sturdier fabric than a regular piece of clothing, it's not Nouveau Fabric but it will hold together and protect you a bit better than normal. The distraction effect works best in urban environments, especially the ones considered poorer or of lower social class.

Hot Blooded Brawler (200 CP):
Most things in the City aren't what they seem at first glance, most evidently with Singularities and the Wings that make them, but also simple things like rings, tattoos, or clothes that physically enhance the wearer are commonplace across the City. Often used by Syndicates or more sneaky Fixers to surprise their opponents but also employed by most of the populous of the Backstreets, well the ones who can afford them anyway, as a way to stay protected without the recurring costs of hiring security or driving away customers by carrying something that's clearly a weapon. Yours have a generally useful effect, making you decently stronger and tougher with a form of your choice, as long as you're wearing it, or if you're using tattoos then the effect lasts as long as the ink is in you. This probably makes a normal, unskilled person strong enough to fight off a grade 7 or 8 fixer or maybe fend off a single Sweeper but not much other than that.

Ironclad Brother (400 CP, can be bought multiple times):
Bionics are just as important to the Workshops as making weapons and armor, for Fixers and syndicates using them accelerates or skips the process of getting used to a weapon or learning how to best use it. Remember though, the City can't run on only Fixers and Syndicates, so really anybody who can afford new organs or limbs can get one tailored specifically for their line of work. Your models are pretty high-end, at least internally, from an outside perspective they look completely normal, perhaps too much like from a medical textbook. But when you need to do so these organs can perform their function at about ten times the effectiveness or efficiency of their natural counterparts. You get six organs/limbs with the first purchase and four each later purchase, for each you can pick whether it gets more effective or efficient.

Rule Breaker (600 CP):
The City is built on rules from the most destitute Rat to the Arbiters and Claws, everyone has a group or person they need to follow the orders and customs of, and since nobody knows who's in charge of the Head there's nobody that's completely free. This lets you live out that fantasy for a while though, thanks to a pair of reflective shades that wouldn't look out of place on a Thumb Sottocapo



you can get a bit of leniency the aforementioned Finger would never tolerate. Those you are accountable to tend to come to excuses when you disappoint them, "you couldn't have seen that coming", "you just had bad luck", "you should have never been given those orders". Expect them to think of things like that first when you screw up accidentally or even intentionally go against orders. There is a limit to these though, if you do the same thing repeatedly then the shades will become less effective on that exact person or organization, so you can't just stop paying taxes and expect the Head to ignore you.

But seriously, what is the Head doing with all that tax money? They're clearly not reinvesting it back into the City, and they don't need to buy from the Wings more than once, so what else could it be?

Drop-In:



HamHamPangPang's Collection(100 CP):
District 13's favorite sandwich shop, or at least the most successful, turns out to have a parallel in another reality, a kinder one but

still not perfect. Regardless you now have a copy of every product sold by them and their parent company, with the food replenishing every month and anything else being replaced if badly damaged. This includes everything made by Project Moon, as well as everything sold at this restaurant and lastly, the cafe itself will follow you throughout your travels, you don't own it but it always shows up near your starting location and you're considered a regular there.

Battle Symbols(200 CP):
Almost every conflict is memorable in some way, be it a hard-won battle, a close debate, or even a one-sided tragedy. Regardless it would be nice to have physical reminders of your encounters, even just for reminiscing when you have time to kill or bringing up while talking with your associates. Though taking physical trophies is generally looked down on in most places, and also dangerous depending on who you take them from. Instead, you get small accessories and decorative marks occasionally, with a higher likelihood the more important or dangerous the event is to you, you can wear up to 9 at once, and each of them gives a minor boost or a slightly larger one that's conditional based on what you did to get it.

Speed Dice(400 CP):
Knowing how fast someone is can be a make-or-break factor in deciding a fight, especially since some hold back so they can catch opponents off guard. You thankfully have a countermeasure to that now, with six sets of dice which confusingly work more like a magic 8 ball instead of an actual dice. Each set shows a target's current speed and maximum potential speed with a satisfying finger snap and dice roll sound. Each set can be set to track a single person, and setting the dice only requires you to clearly see the target and you can detach the dice at will while setting them to track yourself can be done at will. The dice only work when at least two targets are tracked, since the numbers on the dice are relative to each other instead of using any units.

Combat Bookshelf(600 CP):
Immediately knowing what you can do and what other people can do is one of the City's defining traits, with how everyone usually defines themselves with ranks and organizations. But you have something better, two notebooks that fill themselves in with nine short phrases that sum up what somebody can do, to use it simply point at the desired target with a pen or other writing instrument. The phrases will be specifically about whatever the target is doing at the time, so using it in a fight will have different results than if they're filing their taxes or something. The notebooks will also state the target's name, affiliation, and what they're doing when it was used on them, when the notebook is full it will erase the first half of its pages and when filled up again it will erase the latter half. If a notebook is ever destroyed or lost then it will come back to your possession in a week, though anything in it will be erased. The larger notebook is empty when you buy this, and the second is permanently focused on you and will constantly fill in your current capabilities.



Fixer:

Fixer License(100 CP, can be bought multiple times):
Every Fixer needs a license, without one you're just a vigilante without a Syndicate at best, and a Rat at worst.
Thankfully you are properly certified through the Hana Association's system, though you're only a grade 5 right now or perhaps soon to be demoted if you're not cut out for the industry, and every purchase afterward improves your



grade by 1, up to grade 1 since not even the richest Fixer can just buy a Color, those are granted on merit alone. The license is special, however, impossible to counterfeit and also immediately accepted by anyone who needs to certify your identity or rank. And in later jumps, this can be turned into an ID of your choice with each purchase representing a higher ranked version.

Test Run(200 CP):
Fixers can't just go charging into their work without proper equipment, those who do are usually taught their lesson quickly and painfully. Thankfully, you aren't as short-sighted and decided to invest in your future survival by paying a visit to a nearby Workshop(check Notes for known workshops, feel free to make up more) and get some shopping done. Either get a new weapon or another piece of equipment from a Workshop of your choice or import one to be upgraded with the Workshop's specialty, the more you are willing to pay for a better product. 200CP gets you something suitable for about a grade 5 Fixer, but the more Ahn you throw at them and the more Workshops you convince to cooperate on it the better the product will be.

Associate Contacts(400 CP):
Debt doesn't only exist in Ahn, favors can be even more valuable depending on who's involved. Having a Rat owe a favor is effectively useless for anyone willing to get their hands dirty, but someone higher up? Like an Association president or someone inside a Wing? A request they're obligated to fulfill can be worth millions of Ahn normally, and some things are too important to simply put a price tag on but are completely open if you're calling in a favor. This is a fully signed and notarized contract from any single person ranking as a Color, Association President, Wing Leader, Patron Librarian, Syndicate Leader, or below. They will honor the deal unless something happens to make them turn against you drastically or are completely unable to follow through with the request. If the contract is ever damaged or lost it will either be repaired or returned to you within a week. In later Jumps, you get another contract with similar conditions and for someone who is about as important as the aforementioned ranks or below.

Colorful Arsenal(600 CP):
The weapon(s) of a Color is usually one of the most distinctive things about them to the average City dweller. All of them are extremely powerful and deadly



in their own right, from a giant burning cross, a scythe that vibrates at resonant frequencies, or even a prototype EGO weapon, considering what Colors are sent to do it only makes sense that they have the best of the best for their equipment. Regardless of if you aim to become a Color or not, your gear suits it or maybe you got a copy of what a specific Color has. Either get an existing Color's weapon Import or gain a new weapon and give it the power suiting the pinnacle of Fixers by making it 50% stronger at slashing, blunt strikes, or piercing, as well as making it either a prototype EGO weapon/armor or a massively amplified version of a Workshop's effects(check Notes, Color's weapons are also there).
Alternatively, import something that's not normally a weapon and give it the ability to directly access your warehouse like a portal or instead carry nine other sets of weapons that can be pulled out of them at any time.

Syndicate Member:

Will of the Prescript(100 CP):
The Index follows prescripts without question, to the point where the proselytes are blindfolded to make them rely on the guidance of the prescripts. This might initially seem like a terrible idea, but things just happen to end up going their way. Similarly, you will



receive a golden-colored piece of paper once per month, this prescript will have a task for you that ranges from absurd to simple to frustratingly vague and if you complete the task, nothing happens, at least not immediately but the more prescripts you complete the more things end up going well for you. Think of them like the butterfly effect on a scale where the more you follow them the more things go in your favor, and the more you do the exact opposite of the Prescript the worse things get for you, what exactly is the opposite of some of the more outlandish instructions? Well, that's for you to decide, but chances are you won't reverse a Prescript unintentionally though, as if one states to give something to a person, then killing them won't count as an inverse but stealing from them will be the inverse.

Ammo Supply(200 CP):
Bullets are expensive, especially if you want to get anything fancy or higher calibers. So just make your own bullets right? Well, that would mean going through the expensive bureaucratic mire that the Workshops need to, then there's the problem of actually making it. Thankfully you managed to get your hands on a supply of ammo, not just any bullets though, but some that were a part of a singularity experiment by the previous W Corp so now they come with small devices that when attached to a gun, teleport ammo into it directly from wherever the bullets are. Also included is a manual on how to make custom ammunition similar to what the Thumb makes, notably there are incendiary, cryogenic, and armor-piercing rounds but you can probably figure out how to make other types using similar methods.

Focus Fire(400 CP):
A single soldato with a rifle can be powerful, but can easily be stopped by removing firing lines or the target getting into cover. An entire squad of them on the other hand is a much bigger problem, especially if there is only one person they're gunning for, though even against groups taking them out one by one works better than other tactics most of the time. So thanks to either favor or intimidation, a Thumb firing squad of about 20 is at your beck and call, all you need to do is give them a signal of your choice, be it a flare, whistle, code

phrase, or anything else you come up with after which they'll gun down any target you order them to. The Soldatos also have teleporters on them and you have a linked one, so smuggling them into a Nest or other secure location is just a matter of hiding a small device about the size of a computer mouse. Thanks to the Thumb's obsession with obeying authority, they will always remain loyal to you and if you make an enemy of the Thumb well, they're working for you, not the Thumb. If any end up dead, they will be replaced or revived at the end of a jump.

The Soldatos do not count as a companion, though you can set a different companion as their captain and add them to the perk.



Finger Bow-Bell(600 CP):
The Fingers, like the Wings, don't just compete and constantly war against each other even though their competition is more direct. The Finger Bow-Bell is an event where the Fingers get together to discuss how they would carve up the Backstreets and manage their territory, you currently are the owner of the property that they use for that purpose. The reason why your land was chosen is thanks to a strange effect that drives people away from fighting there and forces negotiation, people can still attack each other but it takes extreme willpower to do so and if someone is harmed, the perpetrator is now an open target for everyone else. This place can be imported into an already owned property and if you don't, it's a large warehouse with basic furnishings, which just so happens to be your Warehouse which means the forced neutrality effect can be selectively applied anywhere inside.

Corporate Agent:

Nest Penthouse(100 CP):
Why do people want to live in the Nests in the first place? Considering the massive corporate quotas and potentially being kidnapped and experimented on, as well as all the effort it takes to get there in the first place. Well living there is safe, not just protected like the Zwei's territory or "protected" like Syndicate controlled neighborhoods, the Nests are truly secure with massive walls, either physical or made of energy, separating you from the rats and criminals living in the Backstreets. Your home isn't your own, legally the local Wing owns the entire building but you managed to get into their good graces, or their bureaucratic processes just forgot about you. Regardless, you have access to an apartment penthouse in a Nest which you don't need to pay rent for, and in future jumps, this will instead be a similarly secure and free residence in whatever is considered the highest quality place to live in the setting.



Patents Never Pending(200 CP):
Patents are extremely important in the City, A Corp is in charge of them and they are what can make or break Wings due to the patent wars that break out whenever a Wing falls, and new Wings need to patent their Singularity to be considered one in the first place. Smaller businesses like workshops also need to constantly keep an eye on their patents else they get taken and outcompeted by a larger company. Thankfully due to dealing with the regular corporate skullduggery on a daily basis or perhaps having aspirations of Nest life you've managed to find a legal loophole that patents anything you create, not just according to the City's laws but a conceptual level as well. So any attempt to reverse engineer or copy your creations will either fail and destroy whatever it

is, or end with the item being lost to whoever is trying to steal your intellectual property. You can freely disable patent protection on anything that has it or transfer the patent to someone else via a notarized contract.

Singular Purpose(400 CP can be bought multiple times):
Now, this is dangerous, you somehow managed to get your hands on not just a Singularity of a Wing, past or present, but also its full specifications in intricate detail. Whether this is something like F Corp's "Fairies", R Corp's Hatchery design, or however the hell T Corp's singularity works, the Singularity is fully revealed to you with the Wing and Beholders currently none the wiser but if you reveal that you know about it then chances are the Beholders will find out, and you *really* don't want the Head to know you have this if it's from an existing Wing. Regardless if they do find out then get ready to either run to the Outskirts or be constantly hounded by Arbiters, Claws, and legions of corporate security and Fixers. Though if you pick a fallen Wing's singularity then you probably won't be in as much danger, the Head still wants you to pay up for the right to have that, but you aren't worth sending Arbiters or Claws immediately.

There's a list of Singularities in the Notes, each purchase lets you choose one of them, and you cannot pick any of the Head's Singularities(A, B, and C Corp).

Extirpation Equipment(600 CP):
The Claws can be seen as the brutality of the City made manifest, imposing masked figures with strange and extremely powerful technology at their beck and call. Sent by a shadowy organization to kill anyone they deem a threat or whoever dares to challenge their authority, be it a random Backstreets resident just trying to survive or a rogue Wing trying to upend the City's order.



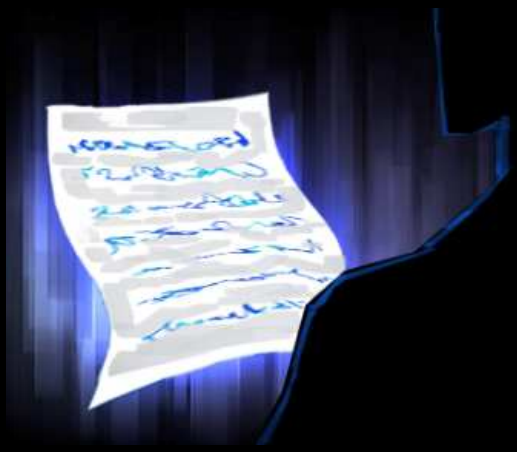
You might or might not be among the ranks of the Head's executioners, but you have the equipment of one regardless, and thankfully without the Head knowing, most obviously is the massive clawed

arm that can tear through even Singularity based armors and the mask which nullifies a single powerful strike before needing to recharge, more importantly, the augments within you are of a quality to which even colors will have trouble keeping up with your might and speed. A pack of three injectors though is probably the greatest weapon in your arsenal; the orange injector, Serum R, gives you a massive burst of speed and adrenaline; the green injector, Serum K, heals you to a point where using one on the brink of death will have you at about halfway to peak condition; and the blue one, Serum W, will give you the ability to break through dimensional spaces and teleport for a short while, catching any targets off guard and forcefully pulling them through spatial rifts if they survive. Injecting all three Serums at once creates a cocktail with the effects of all three, healing you while giving a massive burst of energy and dimension tearing power, but injections can be interrupted by taking too much damage while using one, and being stopped will leave you vulnerable for a few seconds, the serums recharge in a few minutes of being used and each vial can store enough for about 5 doses each.



Workshop Employee:

Commission Cut Short(100 CP can be bought multiple times):
If the City is an engine then Ahn(the local currency) is the fuel, if you want something done then your only choices are either favors or Ahn. It's a major reason why those in the Nest live there, and life savings to an average person in the Backstreets can just be pocket change for high-grade Fixers or Syndicate members.
You've come into possession of a sizable amount



of Ahn, either by a commissioned work having its customer dead before making it, being written into a rich guy's will, or just plain stealing it and getting away. Your stockpile is at least 5 million Ahn just from looking at it, which would probably be a good Backstreets apartment's rent for about a year, each extra purchase gets you another 2.5 million, for scale, a nest migration permit would probably be 100mil, though there are other ways in besides just paying for it.

Jumper Atelier(200 CP):
What's a Meister without a Workshop? Well, usually a washed-up failure but sometimes they go into Fixer or Syndicate work. You don't need to worry about having that happen though since you got a good deal on a nice piece of real estate, complete with all a budding Workshop would need to become a true Backstreets merchant of death. Coming fully supplied with any machinery and non-patented materials you could get in the City, as well as an automatic and customizable security system for any pesky Syndicates trying to get a 100% discount, the system is set up with a basic alarm by default but will seamlessly integrate any guards or traps into its network. In terms of size, it now takes up about the same space as a decently spacious apartment on the ground floor, while the basement is about twice as large for floor space and ceiling height. The Workshop will also follow you to other jumps, along with any of its employees.

License to Create(400 CP):
The Head has some reasonable laws, like the one against property damage or the AI ethics amendment. But the ludicrous amount of licensing you need to go through to make something really helps nobody, and you know that it does because you already went through that bureaucratic nightmare to get the purport certification to actually do your job. So now you are legally allowed to produce anything that isn't patent-protected, guns? As long as you follow the other laws, Singularity-based equipment? As long as that Wing is gone then it's fair game, experimenting on stuff brought back from the Ruins? If it's not AI then go ahead. The only limit now is your imagination.

And money, and materials, and skill, and time, and safety, ok fine you still are pretty limited but not in the more arbitrary ways.

Magnum Opus(600 CP):
Most Workshops find a level of quality and quantity they're comfortable with or that is in demand then stick to it for optimal profits, though an occasionally



forgotten tradition among Meisters is to put all their skill and effort into a single work. This piece serves as both a demonstration of what they are truly capable of and more importantly where your skills are best focused. You've gone through this test, and now have an item of ***your*** creation, all crafting perks, skill, and effects are applied either twice or with doubled power, with the same capabilities as any other item bought with CP, and if you have **Refine** then it can be used on this item at full power. The Magnum Opus is also perfectly designed for your use, so regardless of its form and your skill, you will use it as if you've practiced with it every day. The item is unable to be absorbed or consumed by anything while you are alive, though it can be imported as other items, and has the same properties as something that was bought with CP directly.

Distortion:

Psychoment(100 CP):



The actual name "EGO" is not common knowledge in the City thanks to L Corp's secrecy, so various groups have come up with their own names for it with one of them being "Psychoment". While

practically this is only a different name, this item is not as powerful as true EGO, think of it like having yourself associated with a place to a degree where it becomes a part of you conceptually. What this means is that you now choose a location you own, now you can bring it with you, not just through jumps but physically, are you stuck a few districts away and it's almost night? Well just bring your home to you! Mobile safehouses, instantly bringing an outpost to you, or just use it as an oversized teleporter for people within.

Laundry of Dreams(200 CP):
People aren't the only thing that can distort if enough people share in the same despair in the same place such as a preparatory school, or even just a laundromat in a bad neighborhood. These places could distort in nightmarish ways and trap those within in a continuing hell, or it could simply be a case of good intentions leading to bad consequences, regardless either by your actions or those of another, a piece of property in your possession is distorted to such a degree. The longer someone spends in there the more they start to understand your truth, following your will if you so desire, they usually distort in ways similar to how you have or would distort. Though if you just gently guide them instead of directly pointing them onto your path they will awaken in their own way, though this can backfire should they come to the wrong truth.

Distorted Blade(400 CP):
Some Fixers treat their weapons like they were a part of themselves, some literally via bionics and prosthetics though, in the end, all Fixers use their weapons for the same reason and to the same goal, physical harm to their enemies. Your equipment of choice is more though, it might be formed from your mind, taken from a distortion, or simply caught in a distorting area itself. Whatever the cause, the weapon you have(or imported) now wounds on not just a physical level but a mental one, so even non-blunt weapons make the target feel a concussive force or more fatigue in addition to whatever you hit them with. If enough pressure builds up in their mind, well normally they end up knocked out. But those with more fortitude will stay conscious but in a delirious

state, potentially attacking their allies or otherwise causing more harm than if they were just unconscious.

Yesterday's Promise(600 CP):
Contracts, probably the most important concept in the City, everyone bar some Syndicates operates via some kind of contract, be they Fixers who get paid per job or workers for a business which pays a salary. And the idea of fine print is a very common way that people get screwed over and end up signing away more than they were willing to give.



You were burned by this as well, correct? They say the devil is in the details after all, so why not give it a try yourself? Write up some contracts, they have to look nice and unique, so how about illuminated letters? Now, before terms are made how will those who violate their obligation be punished? Well putting their entire body up as collateral is a bit overkill but fair, how about letting the wronged party have a free pick of their organs? You now can write completely binding contracts, with those who break the contract being punished in whichever way is written, with you temporarily gaining abilities to punish the offender, though these powers only work on the target and will minimize collateral damage on their own. And don't worry about someone actually reading the contract fully, since fine print can be as small as the subatomic scale, or even written in a ciphered message on that scale. They'll probably call bullshit on this, but they already signed it, so it's really their fault for not reading it well enough.

Misc Organization:

Distinctive Gear(100 CP, Can be bought multiple times):
Standing out is important in the City, everyone is trying to get attention from customers or just people in general. So it won't do to just have a plain old suit and regular-looking gear no, you deserve better than that. Whether it be a Sweeper suit, fancy workshop-made equipment, or even Nouveau Fabric, you and your organization have something that definitely makes you stand out in a crowd, the actual effectiveness of it is mostly up to you, though it's still better than normal kit. Each purchase gets you one pick from each category of: Outfit, weapon, and augmentation. You can take less of one category to get more of another.
If you are a Sweeper then the first purchase is free for the suit and hooks, a list of workshops is in the Notes, and this can be applied to any existing piece of equipment.

Teleportation Device(200 CP):
W Corp's singularity is teleportation, though not the current W Corp's even though they use it constantly. Instead, the technology was pioneered by a previous version of the Wing, which brings its user through dimensions to travel massive distances in normal space, even working between extradimensional spaces. Yours doesn't work like that, these are the commercially available versions that aren't putting the singularity to its full capabilities, so you are only capable of setting a point in space relative to an object of choice(the planet as default) and then sending you there at will. If the recorded point is currently occupied by something, then it will just do nothing, but you can override this safety feature and teleport you onto something, which will tear both of you apart at the atomic level so, try not to do that unless you definitely can survive that. The device also activates automatically when you are near death, either in combat or by some other way, regardless if teleporting would help or not. The only way to stop this feature is to turn it off completely.

Legitimate Establishment(400 CP):
Any group needs somewhere to use as a base, while not as extravagant as a Wing's HQ or an Association's Section 1 offices, this will work for keeping a medium-large group's needs. The exact details about the building are up to you or your origin, for example, Sweepers would get a hidden den while Fixers would have an office space and corporate agents could get a branch department of their company. Regardless, the area is secured against direct attacks by a security force under your command, as well as potentially hidden or protected by other means depending on what it is. The building comes with full utility access for free and exemption from any taxes or rent, as well as a compliment of maintenance personnel, while exactly what they do depends on your origin, all of them are pretty good at it and any of them can serve as an impromptu guard in case you're attacked.

Gear-Clad Indoctrinator(600 CP):



A researcher once had an idea, the people in the City all seem to lack purpose, they just go through their lives clueless to the suffering all around them like they're gears, just spinning for their assigned purpose. He was killed by the Black Silence during his rampage, but the scientist's work lives on, both through his daughter picking up from where he left, and you with the fruits of his labor. This is a chair, perhaps reminiscent of one you can see in a hair salon with a device on an arm going on top of someone's head, though this doesn't dry your hair of course, it's the City after all. Instead, the person sitting in the chair will be killed and converted into a gear, which can be surgically attached to another person to empower them, with the chair being able to perform the process. Most people become meat gears that enhance physical strength in the user or an ally, while more intelligent people become thought gears that grant better intellect, reaction times, and psychic abilities in larger quantities. Gears can be individually removed and attached to different

people, though they can also be destroyed by physical methods and break quickly if attacked.

Librarian:

Book of Jumper(100 CP):
Now turning yourself into a book is a pretty bad idea, you can't defend yourself, if a librarian gets their hands on your book then they have your powers, and all your secrets are open to whoever reads you. But this is not really your book, it's more like a fancy autobiography than something made from dying in the Library, it's indestructible by normal means and if damaged anyway you get it back in a week. If any companions have the **Book Smarts** perk then they can equip it like any other book to get a copy of your abilities, though you can choose if anything you have is not in the book.



Abnormality Pages(200 CP, Can be bought multiple times):
The Library used to be the main facility of L Corp so the agents, clerks, and sephirot became librarians, but what happened to the abnormalities? Well, they became the books, and not just any books or even the ones used as equipment by librarians, Abnormalities give pages capable of changing the user's abilities in various ways, reflecting those of the abnormality with its weaknesses and strengths. There are two kinds of them, breakdown(red) and awakening(green), with different abnormalities giving different pages. Breakdown pages are usually stronger but come with a downside like an ability that requires getting hit to use or doubling all bleeding caused by you and your enemies, while awakening pages are completely positive effects but usually aren't as powerful as breakdown pages. Each purchase gets you a single floor's set of abnormalities, and you can freely use up to 5 at a time, 2 tier 1 pages, 2 tier 2

pages, and a single tier 3 page, you can freely mix pages from different floors if you have multiple available.

Invitations(400 CP):
When people go to the Library they can't just walk there, especially with it being shrouded in a fog right now. So the way that the guests are brought in is by signing invitations, each one has a different selection of 1-3 books that are up for grabs to whoever signs it, then once they do that they are teleported into the Library entrance where they are greeted and directed towards a given floor. Your version is slightly different, you're in charge of where it sends people as long as it's onto your property and somewhere safe, as well as what trials they need to go through to get the books listed. But your version doesn't follow the guidance of the Light to pick recipients instead, it's about 50-50 on how much influence you directly place on it, and who most desires the books listed on it, so you might be able to force someone to not get it for most situations, but if the book of someone close to them is up for grabs then they will pretty much be the only person who gets invited. The books on the invitation can be either regular books or ones made from the Library's power/**Beaten into a Biography**.

EGO Pages(600 CP):
Abnormalities weren't just for producing energy and occasionally killing a few dozen clerks. The equipment extracted from them is on par with some of the most advanced Workshops in the City, with all the advantages of bionics and none of the downsides, some firearms that would make the Thumb's look like pop guns, and even weapons that attacked someone's mind or soul directly. Now while their full power is lost alongside L Corp's singularity, you can still make use of them by using the abnormalities' books like you would those of random City dwellers. However due to their unstable state, you can only use their power for a short while instead of constantly like back in L Corp, and also they require charging after each use which is done by heightening your emotional



tension, similar to how it was described in **Emotions, Quantified**. You get access to all abnormalities available within the Library(doesn't include Great Split: Horizontal/Vertical, Pú Láo, Yá Zì, or Tāo Tiè) at its peak, as well as from any abnormalities not shown there, including yourself if you were one in L Corp. For practical terms, Light represents stamina, stagger damage reflects mental damage or concussive force, and synchronization pages wear off after 10 minutes.

Companions:

Working in the City alone is either a sign that you're extremely good at what you do or complete suicide. Having some extra help to watch your back is usually welcomed, but most people in the City would gladly stab you in the back regardless of your previous amicability. These people won't do that, however, either because you knew them before you came to this hell, or out of a sense of, what was it called? Loyalty? Sounds like brain damage with extra steps but hey, it (hopefully)stops them from turning on you.



Coordinated Assault(200 CP for up to 4, 300 CP for 8):
You already had someone in mind? Well, I hope both of you know what you're signing up for since I doubt anyone wants to be in the City intentionally. Regardless, you can bring up to 8 companions with you, and each of them gets 600 CP to spend freely, as well as any discounts from their origin, and if you have a starting location that gives extra CP then the companion(s) get half of it rounded up to the nearest hundred.

New Partner(200 CP):
On the other hand, you could bring someone from the City with you. Most would gladly take the chance to leave and travel the world, given that it's not the Outskirts and Ruins that is. Create a companion with 600 CP; if you took an origin or race that costs CP then they can choose it for free, but they don't get any bonus from a location. They also get the 100 and 200 CP general perks and items for free and discounted respectively.

A Golden Opportunity(400/600 CP):
Do you have someone specific from here in mind then? Well go ahead but first, you need to talk to them first, or it'll set you back 400 CP, generally the more they actually want to go with you, the cheaper it'll be. So discount the cost by 100 CP for each condition met:

- You personally talk to them and don't end the jump as enemies.
- They share an origin with you.
- You contractually employ them, which they sign out of their own free will, and with full knowledge of its terms.
- They end up alive and healthy or with their book in your possession at the end of the jump.

Though certain companions are 200 CP more expensive, those being: Any Colors, Roland, Angela, Zena, Baral, Luda, the Child with No Name, or any Stars of the City.
Characters from Wonderlab and Distortion Detective are also available for this, but those from Wonderlab are only available after Bloom Office is founded.

Repressed Flesh(200 CP):
I guess this is one way to make sure they follow orders, so instead of getting a normal companion you make your own. This means that they only get 400 CP and are forced to take Drop-In, with its race being whatever you made, so it doesn't cost CP. Though all crafting perks you have, including ones from this jump, are applied to this companion, you can even pick it as the target of **Magnum Opus**, if you so choose.

Class and Respect(300 CP):
Sometimes quantity is better than quality since after all even a Color gets worn down eventually, while a group can more easily cover each other and swap out if a part of it is unable to continue. Who exactly you get and how many of them are dependent on your origin, though they all get 600 CP shared among them and the same origin as you. If your origin costs CP then they can get it for free, same case if you spend CP on race, also if you took the Workshop employee origin then they can be Workshop Fixers with no extra cost. If you have the **Promotion!** perk then each of them will either be individually more powerful, or the group will be twice the size.

Drawbacks:

No limit on CP gained from Drawbacks for you, companions are limited to +800 CP.



Just Another Chapter(+0CP):
If you've been here before, then it just makes sense that you need to deal with the consequences of your actions. So if you've taken another Project Moon jump then continue from where you left off, this doesn't restrict you to whatever role you were in that jump.

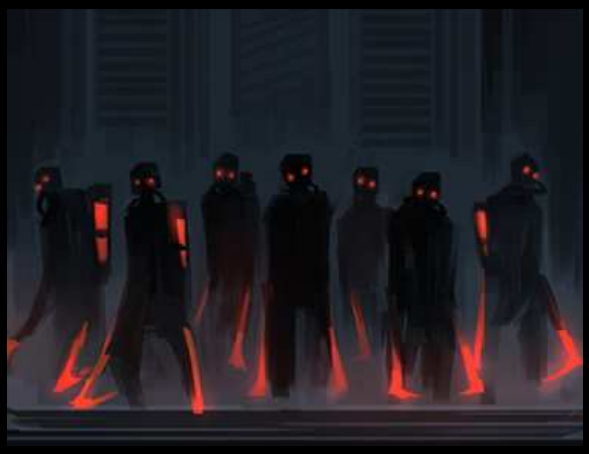
Flat Broke(+100CP):
If Ahn is the lifeblood of the City, then you're anemic. For whatever reason you tend to never get as much as you would expect for a job, you're not being cheated since all the books and contracts say that's what's supposed to happen. You'll still be able to pay bills, rent, and taxes, but saving up for anything is going to be a struggle. Librarians don't have much of a need for Ahn, so instead

they'll just have trouble with the actual librarian part of their job, so finding things is going to take longer and any organizational system you use is probably not going to last long.

Children of the City(+100/200/300CP):
(Requires starting in the Backstreets or a Nest)
Every district follows the general trend of the Nests being good and safe, while the Backstreets are slums where you have even odds of getting shanked whenever you walk past an alleyway. But some districts break this trend, not by being better or safer, but either having Backstreets with even more danger than normal or Nests where the Wings don't even try to hide when they kidnap people for experiments. Unfortunately, you are now starting out in one of these districts. The amount of CP you get from certain districts is shown below.

District	Nest Bonus	Backstreets Bonus
9	100	200
12	300	300
22	100	0
23	0	200

No More Silent Nights(+100CP):
Night in the Backstreets is normally a dangerous affair considering the sweepers and syndicates using it to make sure someone can't call for help, but now it's even more so thanks to what is probably corporate meddling. Nights are now longer with more Sweepers roaming the streets, therefore more competition if you are one, protection offices are not going to be short on work and Syndicates



have easy disposal of anyone they don't like, but surviving afterward is another question. Librarians can expect a constant stream of Sweepers whenever night falls, it'll be just a few per night at first but later on, there's going to be so many that fitting them through the door is probably the hardest part of the fight.

Enervation(+200CP):
Not having enough work is bad, but too much work is probably worse, especially when you're ordered to do so, and declining would only result in your death or firing. Expect to have jobs fitting your capability to come near constantly, and the only excuse for not completing one is to be busy doing another, while requests that you could handle more easily will come in amounts that would be logistically impossible to finish without being in multiple places at once. Failing or declining them is not always an option though, depending on what organization you're in and your rank in it.

Workshop Embargo(+200CP):
Workshops talk, and just like the casinos in District 10 if you screw up hard enough they add you to a shared blacklist. As long as you're on this list most



workshops are unwilling to deal with you, either fully or dropping you to the bottom of any priority lists, and any that are willing to treat you normally are probably new, low quality, or both and tend to expect them to raise security when you're known to be nearby so robbing them is going to be even tougher than normal. If you are a Workshop employee yourself then expect to be on thin ice constantly, with even negligible mistakes being grounds for getting fired, and if you're a Meister yourself then expect to get your reputation smeared by every other Workshop in the district
Librarians can expect workshop equipment to malfunction much more often than it should, even from high-quality ones like Stigma, your fellow Librarians

won't have any trouble with them but as soon as the book is in your hands the gear is more likely to fail than do what it's supposed to.

Cordially Invited(+200CP):
Library invitations are something that can be refused, quite easily in fact, though the people who get them are often not in a position where that's a possibility. But for some reason you constantly get them, is the director after you? Are you just unlucky? Or maybe everyone gets this many and you're just complaining? Well it's definitely not the last one, but you still can't seem to shake off all these invitations, the books available do interest you, and often they would be the exact solution to your current problem, but that would mean facing the Library where you could die. If you're a librarian yourself, then this instead makes the floor you're on always the first pick for receiving guests, and if you have any kind of revival ability then you'll be temporarily transferred to the next floor the guests are sent to.

Serpentine Barrier(+300CP):
The Purple Tear only wants one thing in the end, that being to reunite with her lost son. To this end, she has manipulated things from Association presidents, Stars of the City, and even Colors, now you are in her sights as a step to achieving her goal. She doesn't necessarily want you dead initially at least, but the more you interfere with her plans the more hostile she will be, and if she ever finds out about what you are then she'll want you fully dead or booked. If you take her as a companion then she'll only count as one at the end of the jump, before then she's immune to anything that affects companions. If you kill her then she can't be taken as a companion for obvious reasons, though if you can bring her back then she becomes an option again.



Light Pollution(+100/200/300CP, can be taken multiple times):
It turns out the Light messed with some things when you first got here, which led to you being destabilized in some way. For 100 CP you lose metaknowledge of anything that's not mentioned here(and outside of the Notes section) directly, for 200 CP you lose any metaknowledge of the setting including anything that's mentioned in this jump, and for 300 CP each you can lock out either your perks or items. Though you can get them back by accumulating the scattered parts of the Light, this would take either manifesting EGO(not distorting) or taking some of the light accumulated by the Library.
If you have little to no metaknowledge of the setting or events, then you can't take the +100 CP option. And the 100 CP and 200 CP options are mutually exclusive.

Suffocating Haze(+300CP):
The Smoke War was brutal, legions of Fixers, corporate soldiers, and flat-out monsters all attempting to tilt the balance one way or another. You've been through that, with all the horror that entails, the surgery to remove the memories of what you saw was botched so you frequently have flashes of memories about the conflict and they all end the same way, with you seeing a nightmarish creature, spewing smoke across the whole district turning to face you, then attacking. Many others have this same affliction, but the thing that separates them from you is that you fought on the wrong side, for the L Corp before Lobotomy Corp, and as such many other veterans of the war still see you as an enemy, the Librarians think you're still looking for revenge, multiple Wings have you blacklisted, and even some syndicates think you'll just bring too much attention. If you are a Librarian yourself, then expect to be on a short leash like getting the lowest priority for using Abnormality pages or powerful key pages, and depending on which floor you're on expect to be used as a sacrifice/meatshield often.

Rapid Replicant Response(+400CP):
R Corp can't just use their singularity freely, there's a law from the Head that pretty much targets them specifically which says only one version of a person

can exist within the same 7 days. Though there's a loophole due to time being measured only from District 1, which lets them use T Corp's singularity to get around the law.
Somehow you managed to escape their facility, and while R Corp whittled down the rest of you to just one optimized killing machine, they noticed a missing clone. Now they're scrambling their Ravens to hunt you down, and either flat out kill you or interrogate you considering you managed to escape them, then kill you afterward. Not much is known about the Ravens, but expect other R Corp teams to be after you as well, with all their nigh-limitless numbers. Also by taking this R Corp will not be facing the same crisis as normal concerning their energy needs, though if you end up working for them anyway for whatever reason, the problem will come back after your situation is resolved.

Eye of the Beholder(+400CP):
When people say the Beholders see everything, they mean it. Before now the Head's surveillance policies were present, but ever since you showed up they've been extremely vigilant in terms of searching for Impurities, most citizens don't notice but people who live in the outer districts have been talking about how many more fixers are there than before, and there are even rumors of Arbiters and Claws combing through the districts.



The Beholders see you with as much if not more suspicion than the rest of the City thanks to their high alert, they've also been upgraded alongside this paranoia to the point where any perks or items used to hide from them will not work, and if anything just makes them more suspicious of you. You can still hide from everything else normally, but the Head will always know.
The head doesn't know about what you are or about the chain though, only where you are and a constant audiovisual feed of your location.

Will of the City(+400CP):
There's a feeling in the back of your mind that you just can't shake off, it started when you first entered that bunker, with the massive loom connected to

the pendulum, it was deep underground, but with a ceiling high enough that you couldn't see where it ended. But now you know after the Weaver told you the truth, even if you aren't a part of the Index formally the importance of the Prescripts is not something you can just ignore after seeing their creation. Every week you will be given a prescript, even if you're in the Library or somewhere else physically inaccessible to the rest of the City and you must complete it, the longer you go without finishing one, the more unstable you get mentally, potentially even distorting if they pile on enough, and also the Index will send Proxies and Proselytes after you for not completing them. As time goes on the prescripts will become increasingly more outlandish and vague with their instructions, though they will always be possible with your current capabilities when you get it.

Adam's Legacy(+600CP):
Normally L Corp's Seed of Light plan would have gone off for four days before being interrupted by Angela. Now though the Manager decided to intervene directly, thanks to not learning the lessons of Atziluth the Seed of Light was corrupted, distorted if you will. Now instead of everyone in the City awakening EGO or having the potential to, thousands of people across the City have been distorted to a degree where they're closer to L Corp's Abnormalities, lashing out at the world that repressed them for so long. The Head will deal with this, but their projection of a few weeks was partially propaganda and partially overconfidence. The sheer number of monsters and their power means that the City won't be completely safe for about a decade, and chances are that most of them will just get sent to the Outskirts.
The Library exists as normal, but you should expect to find far more battle-hardened guests, and for it to be taken as a serious threat almost immediately.
Distortions do exist in more benign or controlled forms, but they constantly struggle with the voice in their mind. He is much more aggressive, pushing you to take your anger out on the world that wronged you so, and also most organizations are much warier of them considering they could go berserk and

attack them at any time, if you lose control and do not regain it by the end of the jump, you are considered dead.

Gone Angels(+600CP):
Normally everything ends up fine without your intervention. The Library is completed, Angela and Roland end up fine, and the eyes of the City's residents are left more open than before. But now things are different if you're not a Librarian: the Library will run rampant across the south side of the City, with Angela taking her full vengeance until the end of the jump, where the Child with No Name will wipe out all the Fixers(now Bookhunters) and kill Angela once and for all.

If you are a Librarian on the other hand, regardless of what you do to prevent it, you must deal with an enemy from within. With knowledge of all your capabilities and empowered beyond its normal strength to the point that without you the rest of the Librarians would surely fail to stop it. This enemy will kill Angela at her weakest and the Library will fade with her, taking the City back to how it was before Carmen and Ayin's plan.



Allowing either of these to happen is a chainfail, the former will result in you being subsumed into the Library, while the latter will cause you to fade from existence. In order to prevent these, you need to either do something to change the mindset of the Library Director for the first situation or be powerful enough to turn the tide against someone who knows all the tricks the Library has to offer.

Balancekeepers of the City(+600CP):
Somehow you managed to piss off the usually neutral Hana Association, who now see you as a threat to the balance of power within the City, which might not be too far from the truth. The Hana are powerful in their own right, but generally are unspecialized in terms of combat, though that also means that it's harder to protect yourself from their tactics. As time goes on, they will probably use their influence to bring in other Associations and offices, if they get

desperate the Hana are probably willing to make deals to get other groups to hunt you down, potentially even Fingers or Wings if they start running out of time. All they know about you is which origin you are and that you'll be potentially gone in 10 years, thankfully whichever organization you are a part of will happen to be ignored by the Hana when they try to get reinforcements, they also won't sell you out to them either.

Impuritas Civitatis(+800CP):
Oh, you really aren't human then. You still have the option to not do this you know... well regardless, being non-human in the City means being marked as an Impurity by the Head. And having that happen means you'll have their deadliest agents after you, expect Beholders to be searching for you constantly and if you're ever found, Arbiters and Claws should be on the way imminently. Don't expect to find many allies if any, since the Head isn't picky with any collateral damage to citizens or property if it means removing an Impurity. If you manage to put up enough resistance to fend off the Head's combat agents then they'd normally just have you teleported into the Backstreets. Unfortunately, something about you seems to have the Head angered or afraid to the point where even if you're just saying in the Ruins, you are still considered a threat to them. The organization you belong to might try to protect you, but chances are they'll just kick you out to save their skin.
Librarians on the other hand have a choice. Either fight off both the Librarians, including Roland and Angela, and the Ensemble to take the Light for yourself and become human after overpowering the entity controlling it from within which gets the Head off your back while sacrificing the Library, or stay behind at the very end to let the Library survive at the cost of being thrown into a hostile City with everyone knowing your history in the Library. If you take the former option, all librarians are no longer available as companions via **A Golden Opportunity**.

Scenarios:

You may pick as many scenarios as you wish to follow, under the condition that you can rationalize them working together. The exception is **String Theocracy**, which is incompatible with every other scenario except **Broken Cage**.

String Theocracy:

Forced Drawbacks Value:(+600/800 CP). Requires either Fixer or Librarian Origin.

The one who betrayed the Seed of Light, Angela the Pale Librarian, and now director of the Library. She has suffered through A's script far too many times, especially due to constantly experiencing time at a 100th of the normal rate. Now you replace her with all the trauma that entails, having to simply watch and make those you care about suffer all for the plan of the man who thought of you as "just a machine" from the first time he spoke to you. To finally get your vengeance on him and break his every plan down to the step, you must send out invitations to collect the Light dispersed into the residents of the City and finally become human.
Invitations can be sent whenever you wish but red invitations will still happen at the pace they would have if you weren't in control, after a guest signs an invitation they will appear at the Library's entrance and you should greet them, it's common courtesy. After the formalities, you send them to any of the floors with its patron librarian active, each set of guests can be sent to a different amount of floors before they get their desired books, with stronger guests or more of them usually getting more floors. If a guest does get through enough floors, they get a piece of the books they request, meaning that they need to go through 3 receptions total to get the books becoming better prepared each time. If any guests do manage to get through your librarians 3 times then thanks to the intel they've gathered, all future guests will be more powerful and better prepared, with each escaped guest.

You also need to make sure Roland doesn't do too much damage or lose his mind when the 3 middle layer Sephirot dredge up some repressed memories, don't worry about Binah though, she can handle things herself.
At the end of the invitation's path, be prepared to deal with some "uninvited guests" so to speak. This group is directly set on taking the Light you've accumulated and denying you what you deserve, your Librarians will deal with them properly, though this is the one time you're allowed to directly intervene since they didn't sign an invitation. Though all 10 floors will be busy at the same time so choose who to help carefully. Then dealing with the traitor within the Library, detailed by the librarian version of **Gone Angels**. And after that, the Keter assistant librarians will follow you into the Light to confront Angela's original sin, and should you triumph, Ayin's crime will be absolved at last, though you will be subsumed into the Light should Roland not be there to pull you out afterward.

Alternatively, you can fill the role of some washed-up grade 9 Fixer, suddenly appearing in the Library after his life came crashing down. Roland's job is much simpler, just receive the guests, which means kill them because this is the City and pretty much everything involves people dying violently. The way that guests get their books is the same, and so is the result of them actually succeeding, but you are forced to be involved in every fight, regardless of if it's on the Keter floor or somewhere else. Also, you'll need to deal with Angela at some point after the 4 lower Sephirot end up antagonizing her, though Hokma will handle her himself considering he's partially responsible for her creation in the first place. And at the end, you need to fend off both the "completed" Reverb Ensemble with a few Librarians from other floors to help. Then Zena and Baral alone since the other floors, Gebura, and Binah can't help you this time.

You are forced to take the **Gone Angels** drawback, and if you replace Roland you also are forced to take **Cordially Invited**. And if you replace someone, they're no longer available as a companion until the end of the jump, where they'll have memories matching events where you didn't take this scenario or **Gone Angels**.



Reward: *Book, Librarian, Star, and City.*

Regardless of if you replaced Roland or Angela, you'll get the other one as a companion for free.

If you took the place of Angela, you get full ownership of the Library, which will either integrate with your warehouse with all its staff and copies of all the books you've collected. Anyone(besides Roland) you didn't pay for doesn't count as a companion but they're still in there. You can import the library into jumps for free or have any properties imported into it, when placed into a jump, the Library will be surrounded by a fog that disorients anyone trying to walk there normally, but the fog fades over time so in the last 10th of the jump's duration the Library can be entered conventionally.

Replacing Roland on the other hand gets you the ability to channel memories of past battles to copy notable techniques you've seen, including effects that you shouldn't be able to replicate with the equipment and skills you have. Additionally, you get a certain pair of gloves for free(check Notes). Also an extra 300 CP for spending on items and perks for Fixers.

Guillotine:

Pretty much every problem in the City can be traced back to the Head. From vague and restrictive laws, social mobility effectively being a one-way road, and even the Sweepers roaming the Backstreets at night. This all points to one conclusion, the Head in its current state must go, what happens after that is up to you though. Regardless of if you are trying to bring the system down or just put it under new management, it's not going to be easy or simple. If you're trying to change things from the outside, expect visits from Fixers, Claws, and Arbiters when you start being an actual threat. Also, chances are that finding allies is going to be tough considering the average City dweller doesn't realize just how many of their problems stem from the Head.

To bring them down by force, you will need to destroy the Headquarters of A, B, and C corp, as well as clear out any remaining influence they have in Districts 1, 2, and 3 as well as to make sure there aren't enough troops loyal to them across the rest of the City to still be a threat. Expect to have the other Wings join them rather than you unless you give them an extremely good reason to turn against the only overlord they've known, these Wings will likely become backup bases for the Head if you take out their main districts.
If you want to fight them from the inside though, following Ayin's idea might not go amiss, waiting for a Wing to fall, or making it do so, then swooping in to replace them with a service everyone needs, all while preparing to make a decisive strike at the Head to bring them down once and for all. Though this plan will put you under the scrutiny of those you want gone, and the closer you get to making your move, the closer the Head is to killing you off before you can do so.

You do need to actually hold onto the City afterward though, making sure the other Wings stay in line and don't try and copy you, remember that while the Head has details on every Singularity to exist you don't have that, at least until you manage to get past the best security measures the City has to offer. And any

loose ends you haven't cleared up will continue to be a thorn in your side by making strikes against any vulnerabilities they find, so these also need to be dealt with.



Reward: *The City.*

Well, what else would you get? The City is owned by the Head, so now it's yours. The City has all the same powers and blemishes that it had under the Head unless you deal with them yourself, that is, the Wings, Fingers, and Associations all exist in the same state you left them in when you usurped the position of the Head. But now you can remove them far more easily with your newfound resources, if you took over the Head from within then you can probably bend the Wings to serve you like before, but with a little less fear if they know how you took over. If you unseated the Head directly though, then expect a complete free-for-all within the City's walls to ensue with every powerful group making a shot at taking the crown you deserve but again, you hold the power the Head reserved for itself, dealing with the others is a formality at this point.

After all of this, you now hold the same power as the Head used to, that being knowledge and blueprints of every singularity of every Wing, both past and

present. You can still use the idea and structure of the Head if you want to, but this time you are at the center of the nigh-omnipresent shadow government. Any other property you own can be imported into the City, which you can freely place anywhere within the setting of later jumps. Remember that the City is massive though, about the size of a continent being the best estimate.

Blooming Industry:

Requires Fixer Origin.

Each Association was created to address a type of job Fixers take, with the Hana being there to administrate the rest of them and for Fixers as a whole. Now there is a spot that needs to be filled however, dealing with distortions and their more rare but controlled forms are quickly becoming one of the more common jobs for Fixers to undertake. Despite being typically intertwined with other types of jobs it still deserves an Association covering it, also you could say the same thing about information gathering, and nobody questions why the Seven Association exists. Normally a certain Color would be the one to propose this, but you're here to do it first, but unlike that Color, you don't have the same respect, experience, or familiarity with The Hana's operations that would let you just barge into their headquarters and make demands.

So you first need to actually convince them that a 13th Association is needed, then gather the fixers needed to form such an Association and finally, you need to prove that your Association is serious when it comes to dealing with Distortion Cases, and if you fail to any of these then expect the Hana to just forget about you and your aspirations. Obviously, all of these steps are easier said than done, the second one especially, because many Fixer offices are already tied to an Association and even fewer are willing to leave the Association they're with to join some weirdo trying to make the 13th one. But should you manage to make it through the Hana's scrutiny then you will be at the top of the ladder in your fully-fledged Association with legions of high-grade fixers at your beck and call, and even more low to mid-grade ones with their own dreams of being at the top.



Reward: *Impugnatio Ultimo*

Fixers are mercenaries when you get down to it, and the best way to earn their respect is a show of force. Be it via wealth, strength, or intellect, or in your case sheer determination in dealing with the bureaucratic nightmare that is the process of forming a new association. So expect Fixers and other soldiers of fortune to have an innate kinship with you thanks to your experiences here. But remember what your Association is actually about, when people manifest their EGO usually you are among the most experienced for how to stop them going too far and distorting instead, which means you are an expert when it comes to guiding people towards using the Light within themselves to fully manifest EGO in a complete form. Possibly you can even talk down distortions in a way that might lead to them recovering from whatever incident led to their distortion.

Backstreets in your Hand:

Requires Syndicate Origin

The Fingers are powerful, but they could be so much more than petty rulers of their sections of the Backstreets. Instead, if they were unified under one organization, the Wings would have no choice but to deal with them whenever the Backstreets are involved in their business.

Though due to just how different the five are, don't expect this to be easy, your main problem will be forcing the leadership of the Thumb, Ring, and Pinky to give up their stranglehold on power, but even getting the chance to talk to them might be even more difficult. The Index is either the easiest of the Fingers to sway or the hardest, it really depends on what the Prescripts have to say about your plan, while the Middle is a complete wreck after the Black Silence tore through their ranks.

You could just take them out by force though, but if you try this then expect subsidiaries to come crawling out of every alleyway for a chance to prove their worth to whatever Finger they work under. And after the Fingers are gone then odds are the Wings or new Syndicates are just going to slide in to try and fill the convenient power vacuum.

The Fingers might not have free access to a Singularity, but dealings with the Wings mean that getting their hands on Singularity-based equipment shouldn't be too hard, though that's restricted to what Districts they operate in and what a given Wing is willing to reveal.



Reward: *Closed Fist, Open Hand*

Running a syndicate is all about how you are seen by others, hiding power might keep you safe but doesn't lead to any growth. But since you are finally at the top of the blood-drenched ladder that is the Syndicate business, the problem is loyalty instead of anything else. Thankfully your experience means that you've gained the respect or fear of criminal organizations across the City in the process of doing this. Even in other realities, from local gangs to international syndicates, the scum of the earth will recognize your power and just how impressive your achievement here is.
Also, you're a master at forming a cult of personality of some kind when leading an organization, considering how almost every syndicate leader at least tries to do something like that, it doesn't need to be about a person either. For example, the Thumb has pretty much made one around the idea of a chain of command, while the Index uses the Prescripts for a similar if not more important purpose. Regardless, as long as you are focusing a group on a singular person or inviolable idea then the individual members will fall in line easily.

Crescendo:

Incompatible with Librarian Origin.

You weren't just another one of the droves of citizens who've heard the song of the Pianist, instead, you have seen something deeper, a reason behind the suffering that happens every day in the City which you want... no, you need to show it to the world. This will be nothing close to a simple task since it involves "feeding" the Library individuals with higher concentrations of the Light within them, then at its pinnacle, taking the power for yourself. You are only able to attempt this in a very short period of time, either between when the Hana Association enters and the Reverb Ensemble's invasion, or right after the Reverb Ensemble falls. Remember that the Librarians are completely refreshed after a battle is over so don't expect the Ensemble to make your job easier, if anything their failure is just making the Library stronger. The Library's enemy from within will also delay its move until after you make your attempt to claim the Light, so all 10 floors will be fighting at full power.

Should you successfully make it past all the Library has to offer, with little to no breaks in between, you now have complete access to the Light of possibilities and can now mold the minds of the City to how you see fit.



Reward: *Grand Finale*

What better way to honor the Pianist than a Coda for his interrupted performance? Thankfully the Light provides, by turning all music you play into notes with metaphysical effects, be they weaponized chords, deafening timbre, making specific melodies influence people in certain ways, bending time to your tempo, or even assimilating people into the song like the Pianist himself, as long as you conduct, the song of the world will follow. You aren't yet at his skill, but the main difference between you two is that as you get more willing performers to add to the song, the stronger the music will become, with an upper limit being able to affect something the size of the entire City if you have an orchestra the size of a Nest's population.
Also, you snuck a bit of an override for yourself into the Light before that woman kicked you out. So people who fall victim to distortion will bend to your every command, though the more strong-willed can resist or sometimes break others out of your control. This is magnified if they have awakened their EGO fully, then you have no sway over them with this, and people they break out of your grasp will be much harder to reestablish control over. You can choose to which degree they are under your control as well, from simply blocking any thoughts of betrayal, to being nothing but vessels for your grand performance.

Broken Cage:

Thanks to the monsters roaming the Outskirts and Ruins, humanity has so far been restricted to the City, with any expeditions outside either being short and focused, or suicide missions with a marginal chance of success. Long ago a war was fought for the City, the humans won and banished all non-humans out of the City, but now with all the misery and death, it seems more like the walls exist to keep humanity in. But considering the potential power that could be brought to bear by the City, why hasn't anyone tried to reclaim more of the world? That's where you come in, you have been tasked to create a place capable of sustaining a permanent human population outside of the City and

not just a bunker with some farms around it slightly outside of District 25's walls. Whoever told you to do this, or you have your own motives, want somewhere with true independence from the Head and the City as a whole, so have fun going into the Ruins or beyond to find a suitable place. Don't expect the locals to be glad to see you some of them still hold grudges from when they got kicked out of the City, and if anyone's backing this expedition you'll only receive minor amounts of support, maybe more if you establish yourself more and set up a safe method of getting to the City, perhaps the WARP trains could be useful here?

At least you don't need to worry too much about the Head, but if you try and get people to leave the City for your settlement while remaining independent from their authority, or try to compete with them directly. If that comes then the Head will try and prevent any contact first, but if you stay persistent they will eventually send Arbiters, Beholders, and Claws to "convince" you to reconsider that choice.

But if you make a sustainable population above 1 million that would be able to survive both the monsters of the Ruins and a potential attack from the Head, it's considered a successful venture, and beyond any rewards you get from any organization backing you, the people of this new civilization will be forever grateful for finally gaining freedom from the City.

Librarians have a slightly easier time, considering what normally happens after the Head confronts the Library at last. But even then, you are too close to the City for it to count, and the Library doesn't have enough of a population either. You will have a much easier time defending yourself considering the combat experience of the Librarians as well as having a degraded Arbiter and Legendary Fixers on your side. Angela herself, in addition to her existing powers, will be able to help in dealing with the inhabitants of the Ruins thanks to not being human and having the ability to translate anything they're saying. But your requirements are the same, and getting anyone from the City to move there is going to be a chore, both due to the Head's decree, and also how everyone associates the Library with "the place people get invited to, then die" but it's still possible, and if you make some notes on a certain Wing while you have a

book mentioning their Singularity then the process would be much easier thanks to not being bound by the Head's laws.



Reward: *This is that, and that is this.*

Building up something like this is probably the greatest achievement someone could accomplish here, but just like everyone else who's gone there you went into the ruins and came back radically changed. Though instead of being a shell of your former self or driven insane from the revelations there, you became nearly desensitized to the horrors of the Ruins while not losing any compassion for those you hold dear. Chances are that encountering any similarly horrifying or eldritch creatures will barely faze you mentally, and you are generally more effective at breaking their effect on other people. As for the society you've built up here, you can freely bring it with you into future jumps, but if you've completed the ***Guillotine*** scenario, the City and this settlement are always going to have a minimum distance between them, which is how far apart they are when the new society reaches a population of 1 million.

Through surviving the hellscape that is the Ruins, you've developed a sense of camaraderie with similar survivors of harsh environments, as well as an innate degree of respect from them. And if you ever decide to go into a place like the

Ruins again, it'll be much easier to survive there thanks to your skills learned here, wastelands will be uninhabitable to you no more.

Closing the Book:

Take the WARP train out of here:
To say it plainly, this place is complete garbage, the Backstreets are criminal-infested hellholes, social mobility is almost nonexistent outside of Fixers and Syndicates, and Wings can just decide to kidnap anyone off the streets with no consequences. At least going home with what you've gained could help a place with a better moral compass than here, and you'll be able to stop any group from becoming as dominant and oppressive as the Head is to the City. Or you could be the one to bring the City life with you, you monster. Thankfully you're not actually taking a WARP train back though.

Bookmarking:
It's not perfect here, but you can make it better, 10 years is a lot of time to build up power and influence. Now with all drawbacks canceled it seems like as good a time as any to start making the City a half-decent place to live or to enjoy the fruit of your labor, after building your society.

Next Chapter:
But what's the point of all these Items and Perks without something to do with them? You've seen enough of this place, for now, maybe you'll come back later but a change in scenery would be nice.

Notes:

The Pictures are either taken directly from card art in this folder or a mod like for the pictures next to Manipulator of Odds and A Potential Color. A lot of the lore was taken from the World of Ruina Steam guide.

Massive unmarked spoilers beyond this point, especially for the ending of Ruina.

- What is a red invitation compared to a general invitation?
    - Red invitations mark the main plot of the game while general invitations can go to anyone, including the Jumper if they're not associated with a group that gets a red invitation.

- Known Singularity List, these might not be all the applications of them:
    - F Corp: "Fairies" unlock things on a conceptual scale
    - G Corp: Controls the weight of objects.
    - J Corp: Seal or lock things on a conceptual scale
    - K Corp: Medical nanotechnology
    - Old L Corp: Produce energy with acidic smoke as a byproduct
    - Ayin's L Corp: Physically manifest the mind and emotions
    - M Corp: "Moonlight Stones" that block mental trauma
    - P Corp: Created the "Shelter from the 27th of March" a perfectly secure space that renders an inhabitant completely immune to outside harm
    - R Corp: Human Cloning, very energy-intensive, and having more than one version of someone existing within 7 days is illegal.
    - T Corp: Accelerate, pause, or reverse time. But time needs to be accumulated and used as fuel, also gets extremely energy-intensive for larger areas and for reversing time.
    - U Corp: Containers that preserve their contents in stasis
    - Previous W Corp: Teleportation/dimensional travel via spatial rifts, can scale up to massive structures or down to a single person.

        - This only works within a Jump's local multiverse until you get a Spark.
    - W Corp: Restore things to a recorded state via molecular manipulation
    - Any unmentioned Wings haven't had any hints to their singularities mentioned, so fanwank responsibly.

- What does **EGOist** mean by "akin to the original intent of the Seed of Light"?
    - It's supposed to represent a situation similar to how in-game the Reverb Ensemble are already distortions to a point, notably Oswald, Tanya, and Pluto, but there is a separate fight against the Distorted Ensemble where they are in more powerful forms. Also, it's a reference to the end of Lobotomy Corp mentioning "beings that shall become something greater".

- What happens if you get booked?
    - If events follow canon then you should end up fine in the end, but with certain drawbacks or if you diverge canon towards one of the bad endings you can end up permanently dead. If this happens as a Librarian it just depends on if Angela is willing to revive you, which she is for all librarians by default.
    - If you are a book at the end of the jump, it is considered the same as being dead if your book is not in the possession of a Companion or inside your Warehouse. Otherwise, you will be reverted immediately after the jump ends.

- Known Workshop specialty list, this list is not comprehensive by far:
    - Stigma: Expensive incendiary weapons with intricate symbols.
    - Koori: Cryogenic gear.
    - Allas: Accelerate the movement of the user
    - Nester: Amplifies force
    - Namir: Heavy and powerful equipment

    - Union Co: Bionics such as exoskeletons and attached weapons
    - Fanar: Medical supplies, especially for stopping bleeding and closing wounds
    - Windvalley: Weapons that manipulate wind
    - Leaflet: Smoke technology like what is mentioned with the Workshop employee perk, **Puffy Brume**.
    - Atelier Logic: Bullets and firearms, expensive for both high quality and because they sell guns.
    - YuRia Atelier: Expensive and high-quality products without sacrificing quantity of products, requires a membership to access, they are allowed to make firearms and ammo.
        - Taking this requires you to take the Workshop Fixer background or the **Promotion!** perk, to represent having a membership there.
    - Wheels Industry, Mook Workshop, Old Boys Workshop, Zelkova Workshop, Ranga Workshop, and Screw Atelier are workshops that have been mentioned but with not enough detail to give their specialty.

- Existing Color weapons:
    - Red Mist: Prototype EGO weapon, similar to existing Mimicry EGO
    - Vermillion Cross: Giant Flaming cross
    - Blue Reverberation: Scythe that causes targets to vibrate at resonant frequencies
    - Purple Tear: Three Swords, one for slashing which causes more physical damage, one for piercing and causing more bleeding, and one kept in a scabbard for blunt hits and blocking as well as causing more concussive damage and stopping most negative conditions.
    - Black Silence: Gloves that have 12 other weapons in them; a lance, greatsword, dual swords, saber, gauntlet, dagger, two pistols, shotgun, a one-handed hammer, mace, axe, and a longsword. The weapons are all high-quality Workshop made and pulled out of the gloves like they're a portal. Also, the guns never run out of ammo.

        - This is also the reward from **String Theocracy** for Fixers.

- List of abnormality pages by floor.

- What's the enemy mentioned in the Librarian version of **Gone Angels**?
    - It's Roland, the Black Silence. In four different forms:
        - Himself as a fixer, with his signature gloves
        - His memories of the Smoke Monster from the previous L Corp
        - His memories of himself working with Angelica, especially when fighting the Blood-Red Night
        - Himself with the memories of killing many of his friends and coworkers in the Library. As well as the grief over losing Angelica. This form also has the same Abnormality Pages that are available to the Keter Floor
        - Note that he's much more powerful than normal, so expect to have it go through every floor and win if you don't intervene.

Changelog:

- V0.5: Intro, origins, race, locations, and perks done.
- V0.6: Items done
- V1.0: Companions, Drawbacks, Scenarios, and ending finished.